

# Roland

# JD-Xi

## Parameter Guide



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# Shortcut List

“[A] + [B]” indicates the operation of “holding down the [A] button and press the [B] button.”

Shortcut	Explanation
Value [-] + [+]	To change the value rapidly, hold down one of the buttons and press the other button.
[Shift]	Shows the program name in the top line of the display.
[Shift] + Value [-] [+]	Switches the program bank.
[Shift] + [Menu]	Jumps to the WRITE screen.
[Shift] + Part Select button	Mutes the selected part. You can also select multiple parts. To return to the original state, hold down the [Shift] button and press the Part Select button once again.
[Shift] + [Enter]	Switches sounds within a program, or reverts to the original sound after editing.
[Shift] + ARPEGGIO [ON]	Jumps to the Arpeggio Edit screen.
[Shift] + [01]–[04] button ([01]–[08] buttons when the scale setting is Thirty-second note)	Switches the measures of the pattern shown by the [01]–[16] buttons during playback or recording. While you hold down [Shift], buttons [01]–[04] indicate the measure (half-measures if the scale setting is Thirty-second note). If the setting is four measures of sixteenth notes, pressing the [Shift] button makes the [01]–[04] buttons light and the current measure blink. If the setting is four measures of thirty-second notes, pressing the [Shift] button makes the [01]–[08] buttons light, allowing you to move in half-measure steps.
When in Favorite mode [Shift] + [01]–[16] button	Switches the Favorite Bank.
[Shift] + [Erase]	Jumps to the Pattern Erase screen.
[Shift] + CURSOR [◀] [Shift] + CURSOR [▶]	In setting screens such as system or edit, moves between major menu items.
Long-press [Menu/Write]	Jumps to the Portamento setting screen.
[Menu/Write] + [10] button	Jumps to the Pattern Copy screen.
[Menu/Write] + [16] button	Sends the click sound from the right side of the headphones and the OUTPUT.
When entering a name [Shift] + [◀] button	Deletes the character at the cursor position.
When entering a name [Shift] + [▶] button	Inserts a space at the cursor position.

# Additional Explanation of the Pattern Sequencer

## TR-REC Procedure for a Digital Synth Part or the Analog Synth Part

You can use TR-REC for a digital synth part or the analog synth part in the same way as for a drum part.

1. Play the key that you want to record using TR-REC.
2. Use the [01]–[16] buttons to illuminate each step at which you want a note to sound.
3. Press the [▶/■] button to play back the pattern.
  - By pressing the [01]–[16] buttons while you hold down a chord on the keyboard, you can enter chords.
  - Note duration (Gate Time) is fixed at 80%. Keyboard dynamics (Velocity) changes depending on the force with which you strike the key.
  - If you want to use TR-REC to re-input notes at a step in which you previously input a note, or which contains notes of a preset pattern, you must first delete the existing notes. With pattern playback stopped, hold down the [Erase] button and press the button of the step number that you want to erase. When you use step recording or realtime recording, the original notes are automatically deleted and replaced (overwritten) by the newly entered notes.

## Recording Methods Other Than TR-REC, Step Recording, and Realtime Recording

You can also record using the following methods.

1. Hold down the step button ([01]–[16] buttons) at which you want to enter a note.
2. While holding down the step button, play the keyboard.
3. Release the step button.
4. Press the [▶/■] button to play back the pattern.
  - With this recording method, the originally existing notes are not deleted; the notes you enter are added to the recording.
  - Note duration (Gate Time) is fixed at 80%. Keyboard dynamics (Velocity) changes depending on the force with which you strike the key.

## Deleting All Notes at a Specific Step

If notes are recorded in the [01]–[16] buttons, turning off a button that contains a note (making the button go dark) prevents that note from sounding. This only mutes the note and does not delete it; if you turn on the button once again (making the button light), its note resumes sounding. If you want to completely erase the notes of a step, stop the pattern, hold down the [Erase] button, and press the button of the step that you want to erase.

## Tips for Realtime Recording

If you realtime-record while the pattern is playing, realtime recording is automatically defeated when you reach the end of the pattern (i.e., the moment that playback returns to the beginning of the pattern).

If you want to continue realtime recording while the loop plays, turn the SYSTEM parameter “Loop Rec” ON.

## Note When Recording Effect Knob Movements

You can use realtime recording to record movements of the Effect 1, Effect 2, Delay, and Reverb knobs.

However since effect knob movements are saved for the entire program, the effect knob movements are not erased even if you erase the entire pattern.

\* Since effect knob movements that you record cannot be erased, you'll need to re-record.

## Initial Settings Following Complete Erasure of a Pattern

If you want to completely erase a pattern, specify All as the target part and then erase; the number of measures is initialized to 1, and the scale will be sixteenth notes.

# Other Notes

- Due to the characteristics of the analog circuitry, the Square wave and SubOSC of the analog part might not produce sound in the upper range of the keyboard.
- If you use Auto Note to record a pattern, the Pitch Bend Range is fixed at 24. If you turn Auto Note OFF and play back the pattern, the pitch change might be different than when recording. If you want a pattern that was recorded with Auto Note to play back in the same way as when it was recorded, change the Pitch Bend Range to 24.
  - ➔ **“Program Parameters”** (p. 10)
- If you turn the Envelope knob while a pattern is playing, the envelope movements or the pattern playback might not keep up.  
If you record extreme knob movements, pattern playback might not keep up.  
If the storage capacity for knob movements reaches its limit, the display indicates **“Pattern Full!”** and no further recording is possible. You might be able to solve the problem by reducing the number of parameters whose movement you are recording, or by reducing the number of notes that are being played back (e.g., reduce the number of instruments for a drum part, or reduce the number of partials for a digital synth part).
- Vocoder/AutoPitch settings are saved for each program.
- Vocoder/AutoPitch can be used for only one part. If you select Vocoder/AutoPitch, you can't select an analog synth part.
- If you have specified that the click out is sent only from the right side (Owner's Manual: p. 14), the click sound from the OUTPUT R jack is mixed with the output if you connect a cable only to the OUTPUT L/MONO jack. In this case, you can connect a cable or a dummy plug to the OUTPUT R side as well so that the click sound is not sent from OUTPUT L.

# Error Messages

Message	Meaning	Action
Read Error!	It may be that the file being restored is not a backup file, or that the file has been damaged.	Be aware of the following points when backing up or restoring. If you use a USB cable to connect the JD-Xi to your computer and execute a backup, a folder opens on your computer screen, and you'll see the folder "JD-Xi." Copy this entire "JD-Xi" folder to your computer. When restoring, you must also copy the entire "JD-Xi" folder. Backup and restore will not occur correctly if you copy only the "BACKUP" folder or some of the files that are located within the "JD-Xi" folder.
Sys Mem Damaged!	It may be that the contents of system memory are damaged.	Execute the factory reset operation. If this does not solve the problem, contact your dealer or customer support.
MIDI Buff Full!	An unusually large amount of MIDI data was received, and could not be processed.	Reduce the amount of MIDI messages that are being transmitted.
INT Memory Full!	There is insufficient space on the internal memory.	Initialize unneeded program patterns, and then save again to increase the amount of free internal memory.
MIDI Offline!	The MIDI IN connection was broken.	Check that there is no problem with the MIDI cable connected to the JD-Xi's MIDI IN, and that the MIDI cable was not disconnected.
Now Playing!	Since the JD-Xi is playing, this operation cannot be executed.	Stop playback before you execute the operation.
Now Recording!	Since the JD-Xi is recording, this operation cannot be executed.	Stop recording before you execute the operation.
Rec Overflow!	Since a large amount of recorded data was input all at once, it could not be processed correctly.	Reduce the amount of recorded data.
Pattern Full!	The maximum number of notes that can be recorded in one pattern has been exceeded; the pattern cannot be recorded any further. This indication may appear if a large amount of data, such as movements of the [Envelope] knob, is being recorded. No further pattern recording is possible.	Delete unneeded data from the pattern that you're recording.

# How the JD-Xi Is Structured

## Getting Acquainted with the JD-Xi

### Controller section

The controller section is what you use for performing.

For example, a performer's actions such as **"playing the keyboard"** are sent to the sound generator section, causing it to produce sound.

The controller section of the JD-Xi consists of the keyboard, the pitch bend and modulation wheels, and the panel buttons and knobs.

### Sound generator section

The sound generator section creates the sound.

In response to the performance data sent from the controller section, this section electrically generates the waveform that is the basis of the sound, and modifies the brightness and loudness to produce an incredible diversity of sounds.

The JD-Xi's sound generator section lets you use the panel knobs and buttons to instantly change various aspects of the sound, such as its waveform and pitch, brightness, and loudness.

### Program

**A program consists of four parts:** Digital Synth 1, Digital Synth 2, Drums, and Analog Synth.

A program you edited can be saved as a user program (64 programs in each bank E-H).

➔ **"Program Parameters"** (p. 10)

### Tone

You can select one tone for each part.

For an analog synth tone, the oscillator, sub-oscillator, and filter sections consist of analog circuits.

➔ **"Analog Synth Tone"** (p. 12)

➔ **"Digital Synth Tone"** (p. 15)

➔ **"Drum Kit"** (p. 20)

### Effects section

The JD-Xi contains four effect units. Effect settings are saved within each program.

➔ **"Effects"** (p. 26)

### Arpeggio

This function automatically plays an arpeggio according to the keys that you hold down. Arpeggio settings are saved within each program.

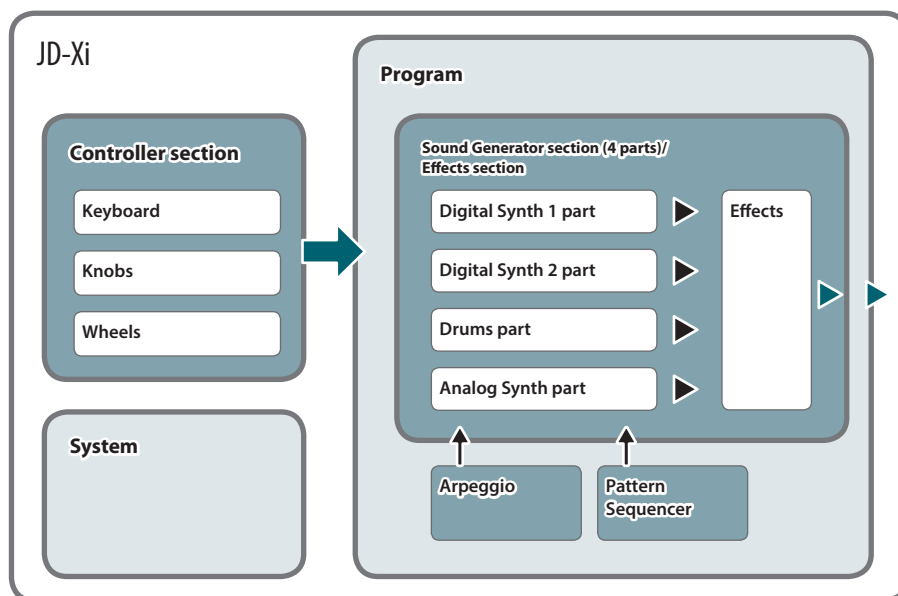
➔ **"ARPEGGIO"** (p. 29)

### Pattern sequencer

This function lets you perform while patterns of several measures play back. You can also create your own original patterns and save them in a program.

### System

This area stores system parameter settings that determine how the JD-Xi operates.



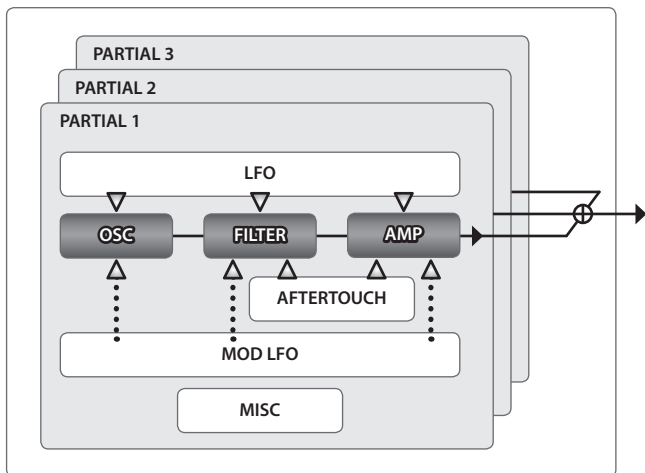
Program	Bank	Number
Preset program	A-D	01-64
User program	E-H	01-64

## How a Tone Is Structured

### Digital Synth Tone

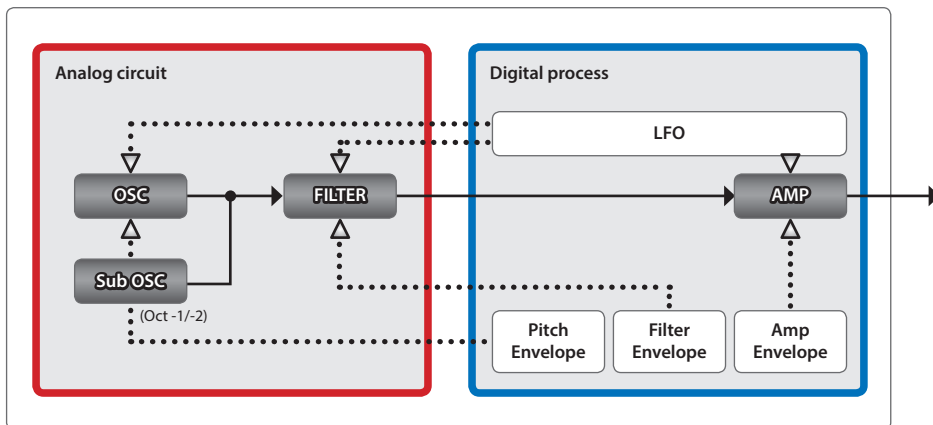
A digital synth tone contains three sets (Partials 1–3) of OSC (oscillator), FILTER (filter), AMP (amp), and LFO. Each partial can be turned on/off, allowing you to choose which partials are heard.

➔ **“Part Output”** (p. 10)



### Analog Synth Tone

An analog synth tone consists of OSC, Sub OSC, and FILTER implemented by analog circuitry, and a digitally-controlled AMP and LFO. The OSC, Filter, and AMP each have a separate envelope that can be controlled independently.

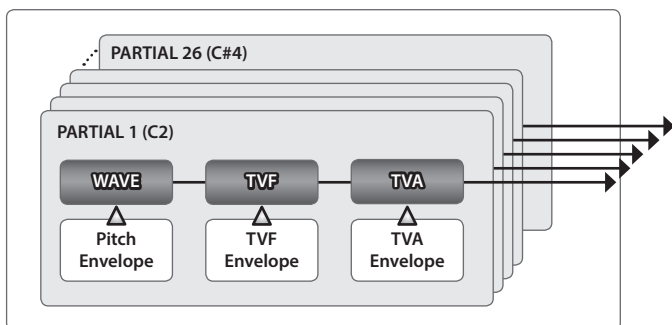


### Drum Kit

A kit contains 26 sets (Partials 1–26) of WAVE, TVF, and TVA.

Each partial has four wave generators.

The 26 partials are assigned to the keyboard (C2–C#4) and can be played as a single instrument.



\* Each partial has four wave generators.

## How the JD-Xi Is Structured

### WG (Wave Generator)

This selects the PCM waveform that is the basis of the sound, and specifies how the pitch of the sound changes.

### TVF (Time Variant Filter)

This specifies how the frequency components of the sound change over time.

### TVA (Time Variant Amplifier)

This creates volume changes and specifies the pan.

## How the Effects Are Structured

As effects, the JD-Xi provides Effect 1, Effect 2, Delay, and Reverb.

For Effect 1 and Effect 2 you can choose from the following effect types.

Effect 1	Distortion, Fuzz, Compressor, Bit Crusher
Effect 2	Flanger, Phaser, Ring Mod, Slicer

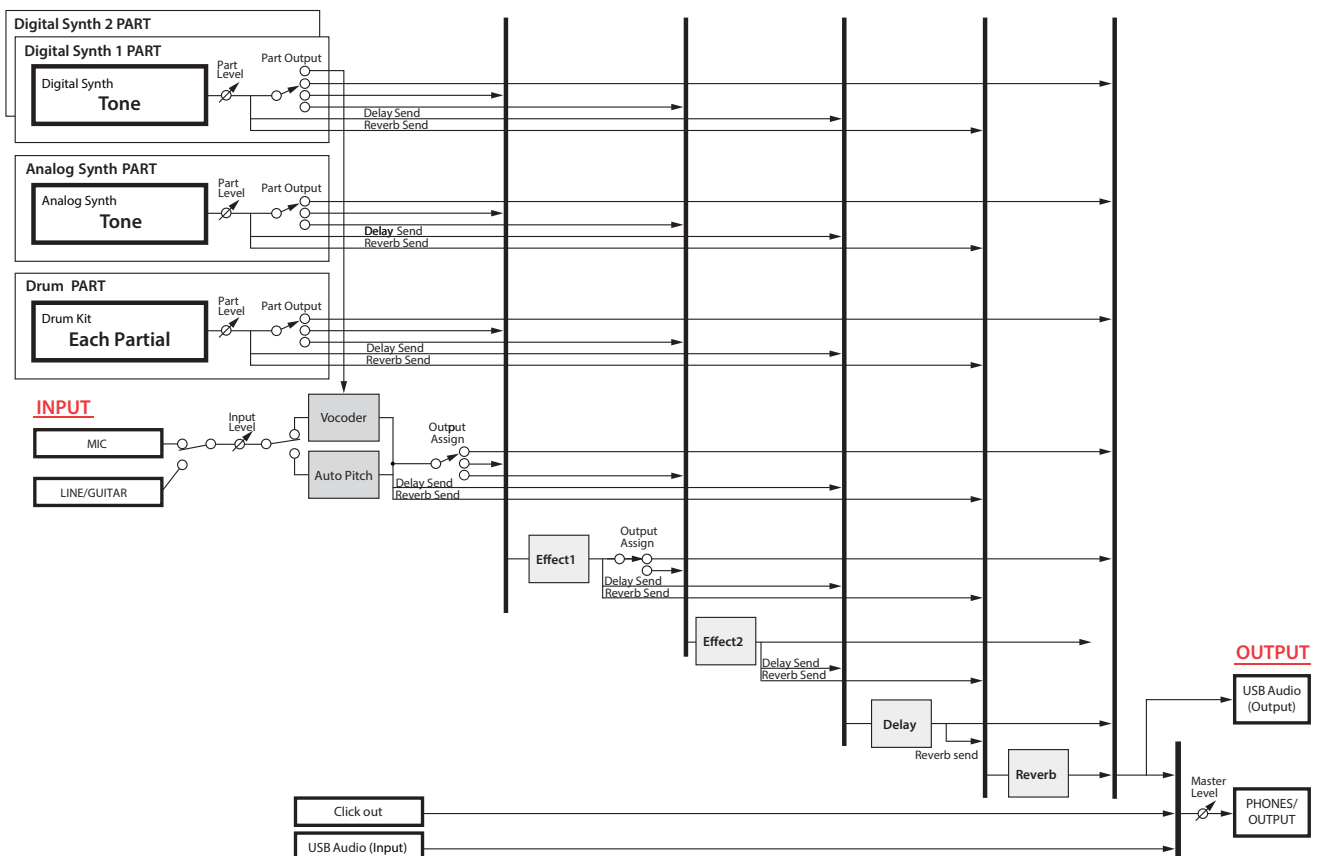
\* If the Flanger is selected, you can set the Feedback value to 0 and use it as a Chorus.

Each program contains a single set of effect type selection and settings.

For example, a program's Digital Synth Part 1 cannot have Effect 1 set to Distortion while the same program's Digital Synth Part 2 has Effect 1 set to Fuzz.

However as shown below, you can change the connections to specify which effect is used by each part.

### Effect block diagram





## Changing the Connection Destination of Each Part

The **Part Output** parameter specifies the effects to which each part is connected (**Program Parameter:** p. 10).

As the connection destination, you can choose Effect 1, Effect 2, Delay, Reverb, or Direct (no effect applied).

Press the **[Effects On/Off]** button located on the panel of the JD-Xi to specify the effect to which each part is connected. Use the **[Part Select]** button to select the part.

You can also specify whether the Effect 1 output is connected to Effect 2 (series connection).

If the Effect 1 Output Assign parameter (p. 26) is set to EFX2, Effect 1 and Effect 2 are connected in series. If it is set to DIR, Effect 1 is not connected to Effect 2.

For example if you want to use only Distortion on Part 1 and use Flanger on Part 2, set the Effect 1 Output Assign parameter to DIR, set the Part 1 Part Output (p. 10) to EFX1, and set the Part 2 Part Output to EFX2.

## About the Delay Send Level and Reverb Send Level

Delay and Reverb are **“send effects.”**

The depth of delay and reverb for each part are adjusted by the program parameters **“Delay Send Level”** and **“Reverb Send Level”** parameters (p. 10).

If the Delay Send Level is **“0,”** no delay is applied even if you turn the panel **[Delay]** knob.

The panel **[Delay]** knob affects the Delay Level parameter (p. 26) within the Delay effect.

In the same way, the panel **[Reverb]** knob affects the Reverb Level parameter (p. 26) within the Reverb effect.

For example, suppose that you want to apply delay to Part 1 when you turn the **[Delay]** knob, but not to Part 2. In this case, you should raise the Delay Send Level of Part 1, but set the Delay Send Level of Part 2 to 0.

## About Effect Connections for the Drums Part

The Drums part lets you specify the effect connection destination, the Delay Send Level, and the Reverb Send Level for each partial (each instrument assigned to its own key).

Within the Drum Kit parameters, the Output Assign, Delay Send Level, and Reverb Send Level are set for each partial (each instrument assigned to its own key) (p. 25).

## About Vocoder/AutoPitch Tones

### If a Vocoder tone is selected

The currently selected Digital Synth part (Part 1 or Part 2) is connected to the Vocoder effect. You can choose the effect that is connected following the sound processed by the Vocoder. Within the Vocoder parameters, use the Output Assign parameter to select the connection destination (p. 28).


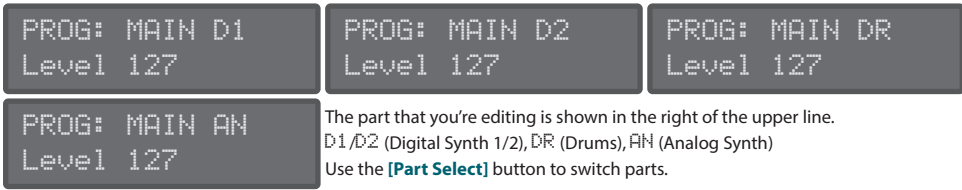

### If an AutoPitch tone is selected


The currently selected Digital Synth part (Part 1 or Part 2) turns off, and the external input (Mic Input or Guitar/Line Input) is connected to AutoPitch. You can choose the effect that is connected following the sound processed by AutoPitch.

Within the AutoPitch parameters, use the Output Assign parameter to select the connection destination (p. 28).

# Program Parameters





## Program Edit

Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
COMMON			
	Tempo	MIDI, 5–300	Tempo of the program The Tempo knob adjusts the setting in a range from 60 to 240. If the SYSTEM parameter Sync Mode is set to SLAVE, only <b>"MIDI"</b> can be selected. (Since the tempo is synchronized to an external device, it's not possible to change the tempo from the JD-Xi.)
	ProgramLevel	0–127	Volume of the program
MAIN			
	The part that you're editing is shown in the right of the upper line. D1/D2 (Digital Synth 1/2), DR (Drums), AN (Analog Synth) Use the <b>[Part Select]</b> button to switch parts.		
	Level	0–127	Volume of each part
	Sound Mute	OFF, MUTE	Temporarily silences (MUTE) each part's performance, or unmutes it (OFF).
	Pan	L64–63R	Specifies the stereo position of each part's sound. <b>"L64"</b> is far left, <b>"0"</b> is center, and <b>"63R"</b> is far right.
	Part Output	EFX1, EFX2, DLY, REV, DIR, KIT	Selects the effect(s) applied to each part. <b>EFX1:</b> EFX1, EFX2, Delay, and Reverb are applied. <b>EFX2:</b> EFX2, Delay, and Reverb are applied. <b>DLY:</b> Delay and Reverb are applied. <b>REV:</b> Reverb is applied. <b>DIR:</b> Output without applying any effect. <b>KIT:</b> Use the settings of each Partial (instrument assigned to its own note) of the Drum Kit. KIT can be selected only if the Drum part is selected. If you want to use EFX1 and EFX2 separately for each part, set the Effect 1 parameter Output Assign to Dir. For details, refer to <b>"Effect block diagram"</b> (p. 8). You can't select this parameter if a Vocoder/AutoPitch tone is selected. Make settings within the Vocoder/AutoPitch parameters (p. 28).
	Dly Send Lev (Delay Send Level)	0–127	Specifies the amount of delay applied to each part. Set this to 0 if you don't want to apply delay. You can't edit this value if Part Output is set to Rev, DIR, or KIT.
	Rev Send Lev (Reverb Send Level)	0–127	Specifies the amount of reverb applied to each part. Set this to 0 if you don't want to apply reverb. You can't edit this value if Part Output is set to DIR or KIT.
	Mono/Poly (for the Analog part, Mono only)	MONO, POLY, TONE	Choose <b>"MONO"</b> if you want the tone that's assigned to the part to play monophonically, or choose <b>"POLY"</b> if you want it to play polyphonically. Choose <b>"TONE"</b> if you want to use the settings of the tone.
	Legato Sw (Legato Switch)	OFF, ON, TONE	When playing monophonically, you can apply legato. <b>"Legato"</b> is the performance technique in which notes are smoothly connected from one to the next. This produces an effect similar to hammering-on or pulling-off when playing a guitar. Choose <b>"ON"</b> if you want to apply legato, or <b>"OFF"</b> if you don't. Choose <b>"TONE"</b> if you want to use the settings of the tone.
PITCH			
	Octave Shift	-3–3	Adjusts the pitch of each part in units of an octave (in a range of ±3 octaves).
	Coarse Tune	-48–+48	Adjusts the pitch of each part in units of a semitone (in a range of ±4 octaves).
	Fine Tune	-50–+50	Adjusts the pitch of each part in units of one cent (in a range of ±50 cents). One cent is 1/100th of a semitone.
	Bend Range	0–24, TONE	Specifies in semitone units the amount of pitch change that occurs when you move the pitch bend wheel (in a range of up to two octaves). The same amount of change occurs when you move upward or downward. Choose <b>"TONE"</b> if you want to use the settings of the tone that's assigned to the part.
	Porta Sw (Portamento Switch)	OFF, ON, TONE	Specifies whether portamento is applied. Choose <b>"ON"</b> if you want portamento to apply, or <b>"OFF"</b> if not. Choose <b>"TONE"</b> if you want to use the settings of the tone that's assigned to the part.
	Porta Time (Portamento Time)	0–127, TONE	Specifies the time over which the pitch change occurs when using portamento. Choose <b>"TONE"</b> if you want to use the settings of the tone that's assigned to the part.


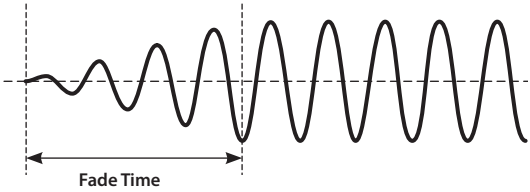
Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
OFFSET			
	Cutoff Ofst (Cutoff Offset)	-64+63	Adjusts the cutoff frequency for the tone/drum kit that's assigned to the part.
	Reso Offset (Resonance Offset)	-64+63	Adjusts the resonance for the tone/drum kit that's assigned to the part.
	Attack Ofst (Attack Offset)	-64+63	Adjusts the Attack Time for the tone/drum kit that's assigned to the part.
	Decay Offset	-64+63	Adjusts the Decay Time for the tone/drum kit that's assigned to the part.
	Release Ofst (Release Offset)	-64+63	Adjusts the Release Time for the tone/drum kit that's assigned to the part.
	Vibrato Rate	-64+63	Adjusts the vibrato speed of each part (the rate at which the pitch is modulated). The pitch will be modulated more rapidly for higher settings, and more slowly with lower settings.
	Vibrato Depth	-64+63	Adjusts the Vibrato Depth (the depth of pitch modulation) for each part. The pitch will be modulated more greatly for higher settings, and less with lower settings.
Vibrato Delay	-64+63	Adjusts the time delay until the vibrato (pitch modulation) effect begins. Higher settings will produce a longer delay time before vibrato begins, while lower settings produce a shorter time.	

# Analog Synth Tone

## TONE EDIT

Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
COMMON			
	Tone Name		Specifies the name of the tone. Although you can edit the name and save, this is saved not for individual tones but for the program.
	Porta Sw (Portamento Switch)	OFF, ON	Specifies whether portamento is applied. Choose <b>"ON"</b> if you want to apply portamento, or <b>"OFF"</b> if you don't.
	Porta Time (Portamento Time)	0–127	Specifies the time over which the pitch change occurs when using portamento. Higher settings will cause the pitch change to the next note to take more time.
	Legato Sw (Legato Switch)	OFF, ON	If this is on, pressing a key while the previous key remains held down will cause the pitch to change to that of the newly pressed key while maintaining the state in which the previous note was being sounded.
	Octave Shift	-3–+3	Specifies the octave of the tone.
	Bend Range U (Pitch Bend Range Up)	0–+24	Specifies the amount of pitch change that occurs when you move the pitch bend wheel all the way up.
	Bend Range D (Pitch Bend Range Down)	0–-24	Specifies the amount of pitch change that occurs when you move the pitch bend wheel all the way down.
OSC			
	Waveform	SAW, TRI, PW-SQR	Selects the waveform.
	PWM Depth (Pulse Width Modulation Depth)	0–127	Specifies the amount (depth) of LFO that is applied to PW (Pulse Width). If the OSC Wave has selected PW-SQR, it specifies the amount of LFO modulation applied to PW (pulse width).
	Pulse Width	0–127	Specifies the pulse width. Only if PW-SQR is selected as the OSC Wave, you can specify the width of the square wave's top portion (the pulse width) as a percentage of the waveform's full cycle. Smaller values produce a narrower pulse, approaching a square wave (pulse width = 50%). Increasing the value will increase the width, producing a distinctive sound.
	Sub OSC	OFF, OCT-1, OCT-2	Turns the sub-oscillator on/off. <b>OFF:</b> Sub-oscillator is off <b>OCT-1:</b> Turns on (mixes) a square wave one octave below. <b>OCT-2:</b> Turns on (mixes) a square wave two octaves below.
PITCH			
	OSC Pitch	-24–+24	Adjusts the pitch in semitone steps.
	OSC Detune	-50–+50	Adjusts the pitch in steps of one cent.
	Env Attack (Pitch Envelope Attack Time)	0–127	Specifies the attack time of the pitch envelope. This specifies the time from the moment you press the key until the pitch reaches its highest (or lowest) point.
	Env Decay (Pitch Envelope Decay Time)	0–127	Specifies the decay time of the pitch envelope. This specifies the time from the moment the pitch reaches its highest (or lowest) point until it returns to the pitch of the key you pressed.
	Env Depth (Pitch Envelope Depth)	-63–+63	Specifies how much the pitch envelope will affect the pitch.
FILTER			
	Type	BYPASS, LPF	Specifies whether to use the analog LPF or not use it (BYPASS).
	Cutoff	0–127	Specifies the cutoff frequency.

Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
FILTER	Cutoff KF (Cutoff Key Follow)	-100→+100	Specifies how the filter cutoff frequency will vary according to the key that you play.  <div style="text-align: center;"> <p>Cutoff frequency (octave)</p> </div>
	Velo Sens (Filter Envelope Velocity Sense)	-63→+63	Specifies how the filter envelope depth will vary according to the strength with which you play the key.
	Resonance	0–127	Emphasizes the sound in the region of the filter cutoff frequency.
	Attack (Filter Envelope Attack Time)	0–127	Specifies the time from the moment you press the key until the cutoff frequency reaches its highest (or lowest) point.
	Decay (Filter Envelope Decay Time)	0–127	Specifies the time from when the cutoff frequency reaches its highest (or lowest) point, until it decays to the sustain level.
	Sustain (Filter Envelope Sustain Level)	0–127	Specifies the cutoff frequency that will be maintained from when the attack and decay times have elapsed until you release the key.
	Release (Filter Envelope Release Time)	0–127	Specifies the time from when you release the key until the cutoff frequency reaches its minimum value.
	Depth	-63→+63	Specifies the direction and depth to which the cutoff frequency will change.
AMP	<div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; width: fit-content; margin: 0 auto;">             TONE: AMP AMP Level 127           </div>		
	AMP Level	0–127	Volume of the tone
	Level V-Sens (Amp Level Velocity Sense)	-63→+63	Specifies how the volume will vary according to the strength with which you play the keyboard.
	Level KF (Amp Level Key Follow)	-100→+100	Specify this if you want to vary the volume according to the position of the key that you play. With positive (“+”) settings the volume increases as you play upward from the C4 key (middle C); with negative (“-”) settings the volume decreases. Higher values will produce greater change.
	Attack (Amp Envelope Attack Time)	0–127	Specifies the attack time of the amp envelope. This specifies the time from the moment you press the key until the maximum volume is reached.
	Decay (Amp Envelope Decay Time)	0–127	Specifies the decay time of the amp envelope. This specifies the time from when the maximum volume is reached, until it decays to the sustain level.
	Sustain (Amp Envelope Sustain Level)	0–127	Specifies the sustain level of the amp envelope. This specifies the volume level that will be maintained from when the attack and decay times have elapsed until you release the key.
	Release (Amp Envelope Release Time)	0–127	Specifies the release time of the amp envelope. This specifies the time from when you release the key until the volume reaches its minimum value.

Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
LFO			
	Shape	TRI, SIN, SAW, SQR, S&H, RND	Selects the LFO waveform.
	Rate	0-127	Specifies the LFO rate when LFO Tempo Sync Sw is OFF.
	Tempo Sync	OFF, ON	If this is ON, the LFO rate can be specified as a note value relative to the tempo.
	Sync Note	16, 12, 8, 4, 2, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 1/24, 1/32	Specifies the LFO rate when LFO Tempo Sync Sw is ON.
	Fade Time	0-127	Specifies the time from when the tone is played until the LFO reaches maximum amplitude. 
	Key Trigger	OFF, ON	If this is ON, the LFO cycle will be restarted when you press a key.
	Pitch Depth	-63+63	This allows the LFO to modulate the pitch, producing a vibrato effect.
	Filter Depth	-63+63	This allows the LFO to modulate the FILTER CUTOFF (cutoff frequency), producing a wah effect.
	Amp Depth	-63+63	This allows the LFO to modulate the AMP LEVEL (volume), producing a tremolo effect.
	Mod Pitch (Modulation Pitch Depth)	-63+63	Specifies the depth to which the modulation wheel (CC01) can apply modulation to the pitch of the tone.
	Mod Filter (Modulation Filter Depth)	-63+63	Specifies the depth to which the modulation wheel (CC01) can apply modulation to the FILTER CUTOFF (cutoff frequency).
	Mod Amp (Modulation Amp Depth)	-63+63	Specifies the depth to which the modulation wheel (CC01) can apply modulation to the AMP LEVEL (volume).
Mod Rate (Modulation Rate)	-63+63	Specifies how the modulation wheel (CC01) will modify the LFO Rate. Specify a positive ("+") setting if you want the LFO Rate to speed up when you increase the modulation wheel (CC01) value, or specify a negative ("-") setting if you want the rate to slow down.	

# Digital Synth Tone

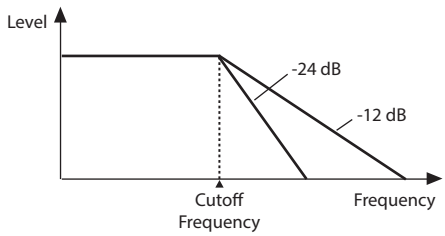
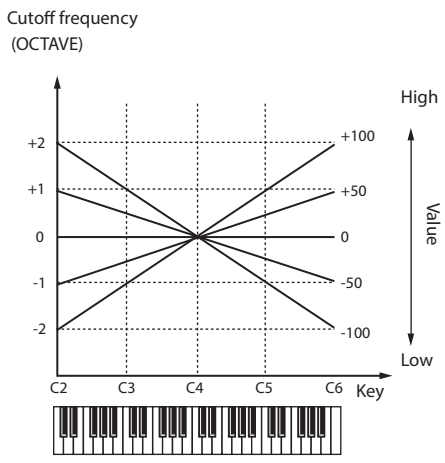
## TONE EDIT: SuperNATURAL Synth Tone

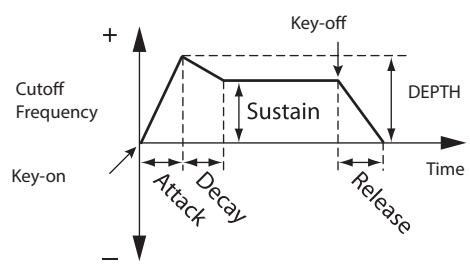
Each tone has three sets (Partial 1–3) of OSC, FILTER, AMP, and LFO settings.

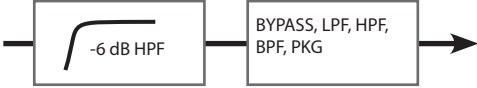
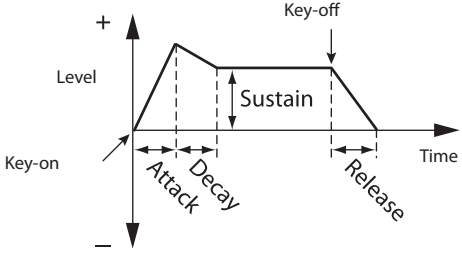




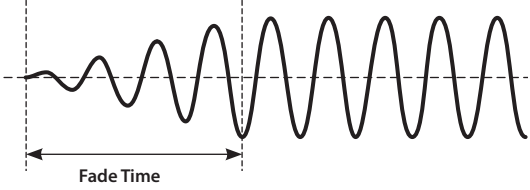
Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation										
COMMON	Tone Name		Specifies the name of the tone.										
	Tone Category		Selects the tone's category.										
	Tone Level	0–127	Adjusts the overall volume of the tone.										
	RING Switch	OFF, ON	<p>Turns ring modulator on/off.</p> <p>By multiplying partial 1's OSC and partial 2's OSC, this creates a complex, metallic-sounding waveform like that of a bell.</p> <p>The partial 1's OSC waveform will change as shown in the illustration, and partial 2's OSC will be output with its original waveform.</p> <p>Setting the partial 1 OSC and the partial 2 OSC to different pitches will make the ring modulator effect more apparent.</p> <p>If Ring Switch is turned on, the OSC Pulse Width Mod Depth, OSC Pulse Width, and SUPER SAW Detune of partial 1 and partial 2 cannot be used.</p> <p>In addition, if an asymmetrical square wave is selected as the OSC waveform, the OSC variation will be ignored, and there will be a slight difference in sound compared to the originally selected waveform.</p>										
	Wave Shape	0–127	Partial 1 will be modulated by the pitch of partial 2. Higher values produce a greater effect. This has no effect if the partial 1 waveform is PW-SQR or SP-SAW.										
	Analog Feel	0–127	Use this to apply " <b>1/f fluctuation</b> ," a type of randomness or instability that is present in many natural systems (such as a babbling brook or whispering breeze) and is perceived as pleasant by many people. By applying " <b>1/f fluctuation</b> " you can create the natural-sounding instability that is characteristic of an analog synthesizer.										
	Unison SW (Unison Switch)	OFF, ON	This layers a single sound. If the Unison Switch is on, the number of notes layered on one key will change according to the number of keys you play.										
	Unison Size	2, 4, 6, 8	Number of notes assigned to each key when the Unison Switch is on.  <b>Example:</b> If Unison Size is 8 <table border="1" data-bbox="742 1413 1054 1615"> <thead> <tr> <th>Number of keys pressed</th> <th>Number of notes sounded</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>8</td> </tr> <tr> <td>2</td> <td>4 each</td> </tr> <tr> <td>3–4</td> <td>2 each</td> </tr> <tr> <td>5–8</td> <td>1 each</td> </tr> </tbody> </table>	Number of keys pressed	Number of notes sounded	1	8	2	4 each	3–4	2 each	5–8	1 each
	Number of keys pressed	Number of notes sounded											
	1	8											
	2	4 each											
	3–4	2 each											
	5–8	1 each											
	Mono/Poly	POLY, MONO	Specifies whether notes will sound polyphonically (POLY) or monophonically (MONO).										
	Legato SW (Legato Switch)	OFF, ON	This is valid only if the Mono/Poly parameter is set to " <b>MONO</b> ." If this is on, pressing a key while the previous key remains held down will cause the pitch to change to that of the newly pressed key while maintaining the state in which the previous note was being sounded. This produces an effect similar to hammering-on or pulling-off when playing a guitar.										
Porta SW (Portamento Switch)	OFF, ON	Specifies whether the portamento effect will be applied (ON) or not applied (OFF).											
Porta Time (Portamento Time)	0–127	Specifies the time taken for the pitch to change when playing portamento. Higher values lengthen the time over which the pitch will change to the next note.											
Porta Mode (Portamento Mode)	NORMAL, LEGATO	<b>NORMAL:</b> Portamento will always be applied. <b>LEGATO:</b> Portamento will be applied only when you play legato (i.e., when you press the next key before releasing the previous key).											
Octave Shift	-3–+3	Specifies the octave of the tone.											
Bend Range U (Pitch Bend Range Up)	0–+24	Specifies the amount of pitch change that occurs when the pitch bend/modulation lever is moved all the way to the right.											
Bend Range D (Pitch Bend Range Down)	0–-24	Specifies the amount of pitch change that occurs when the pitch bend/modulation lever is moved all the way to the left.											





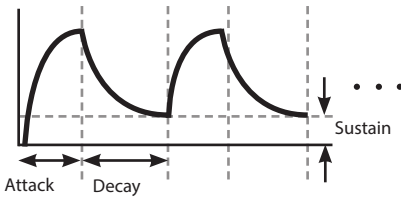
Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation																																																																		
OSC	<div style="display: flex; justify-content: space-around; text-align: center;"> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white;">TONE: OSC P1 Waveform SP-SAW</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white;">TONE: OSC P2 Waveform SP-SAW</div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white;">TONE: OSC P3 Waveform SAW</div> </div> <p>Each tone has 3 Partials. The Partial (P1–P3) that is being edited is shown in the upper right of the screen.</p> <h3>Selecting partials</h3> <p>You can select and edit the Partial as below.</p> <p>By pressing the [01] [02] and [03] buttons simultaneously, you can select or edit multiple partials.</p> <p>For example if [01] [02] and [03] are all on, turning [Cutoff] knob will change the cutoff frequency of all partials.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 40%;">Partial 1 select and edit</td> <td>Press the [01] button.</td> </tr> <tr> <td>Partial 2 select and edit</td> <td>Press the [02] button.</td> </tr> <tr> <td>Partial 3 select and edit</td> <td>Press the [03] button.</td> </tr> <tr> <td>Partial 1 turn on</td> <td>Press the [05] button (lit).</td> </tr> <tr> <td>Partial 2 turn on</td> <td>Press the [06] button (lit).</td> </tr> <tr> <td>Partial 3 turn on</td> <td>Press the [07] button (lit).</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td rowspan="8">Waveform</td> <td>SAW </td> <td>This waveform contains a sine wave fundamental plus a fixed proportion of sine wave harmonics at all integer multiples of that fundamental.</td> </tr> <tr> <td>SQR </td> <td>This waveform contains a sine wave fundamental plus a fixed proportion of sine wave harmonics at odd-numbered multiples of that fundamental.</td> </tr> <tr> <td>PW-SQR </td> <td>The overtone structure of this waveform will vary significantly depending on the width of the upper portion of the waveform (Pulse Width).</td> </tr> <tr> <td>TRI </td> <td>This waveform contains a sine wave fundamental plus a fixed proportion of sine wave harmonics at even-numbered multiples of that fundamental.</td> </tr> <tr> <td>SINE </td> <td>This is a sine wave. This is a waveform that produces just a single frequency; it is the basis of all sound.</td> </tr> <tr> <td>NOISE</td> <td>This waveform contains all frequencies. It is suitable for percussion instrument sounds or sound effects.</td> </tr> <tr> <td>SUPER SAW (SP-SAW)</td> <td>This produces a tone similar to seven sawtooth waves heard simultaneously. Pitch-shifted sounds are added to the center sound. It is suitable for strings sounds, and for creating thick sounds.</td> </tr> <tr> <td>PCM</td> <td>This is a PCM waveform.</td> </tr> <tr> <td>Variation</td> <td>A, B, C</td> <td>You can select variations of the currently selected WAVE. * This has no effect for SP-SAW or PCM.</td> </tr> <tr> <td>Wave Number</td> <td>1–160</td> <td>Selects the PCM waveform. * This is valid only if PCM is selected for OSC Wave.</td> </tr> <tr> <td>PCM Gain</td> <td>-6, 0, +6, +12 [dB]</td> <td>Specifies the gain (amplitude) of the waveform. The value will change in 6 dB (decibel) steps. Each 6 dB increase doubles the gain. * This is valid only if PCM is selected for OSC Wave.</td> </tr> <tr> <td>PWM Depth (Pulse Width Mod Depth)</td> <td>0–127</td> <td>Specifies the amount (depth) of LFO that is applied to PW (Pulse Width). If the OSC Wave has selected (PW-SQR), you can use this slider to specify the amount of LFO modulation applied to PW (pulse width). * If the Ring Switch is on, this has no effect on partials 1 and 2.</td> </tr> <tr> <td>Pulse Width</td> <td>0–127</td> <td>Specifies the pulse width. Only if (PW-SQR) is selected as the OSC Wave, you can specify the width of the square wave's top portion (the pulse width) as a percentage of the waveform's full cycle. Smaller values produce a narrower pulse, approaching a square wave (pulse width = 50%). Increasing the value will increase the width, producing a distinctive sound. * If the Ring Switch is on, this has no effect on partials 1 and 2.</td> </tr> <tr> <td>PW Shift (Pulse Width Shift)</td> <td>0–127</td> <td>Shifts the range of change. Normally, you can leave this at 127. * If the Ring Switch is on, this has no effect on partials 1 and 2.</td> </tr> <tr> <td>S-Saw Detune (Super Saw Detune)</td> <td>0–127</td> <td>Specifies the amount of pitch difference between the seven sawtooth waves layered within a single oscillator. * Higher values will increase the pitch difference. 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Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
FILTER	Type	BYPASS, LPF1, LPF2, LPF3, LPF4, HPF, BPF, PKG	Selects the type of filter.
	Slope (FILTER Slope)	-12, -24 [dB]	Selects the slope (steepness) of the filter.  For the LPF 
	Cutoff	0-127	Specifies the cutoff frequency.
	Cutoff KF (Cutoff Key Follow)	-100+100	Specifies how you can make the filter cutoff frequency to vary according to the key you play. 
	Velo Sens	-63+63	Specifies how you can make the filter envelope depth vary according to the strength with which you play the key.
	Resonance	0-127	Emphasizes the sound in the region of the filter cutoff frequency.
	Attack (FILTER Env Attack)	0-127	Specifies the time from the moment you press the key until the cutoff frequency reaches its highest (or lowest) point.
	Decay (FILTER Env Decay)	0-127	Specifies the time from when the cutoff frequency reaches its highest (or lowest) point, until it decays to the sustain level.
	Sustain (FILTER Env Sustain)	0-127	Specifies the cutoff frequency that will be maintained from when the decay time has elapsed until you release the key.
	Release (FILTER Env Release)	0-127	Specifies the time from when you release the key until the cutoff frequency reaches its minimum value.
Depth (FILTER Env Depth)	-63+63	Specifies the direction and depth to which the cutoff frequency will change.	



Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
FILTER	HPF Cutoff	0-127	Specifies the cutoff frequency of an independent -6 dB high-pass filter. 
	Level	0-127	Partial volume.
AMP	Level V-Sens	-63-+63	Specifies how the volume will vary according to the strength with which you play the keyboard.
	Pan	L64-63R	Specifies the stereo position of the partial.
	Key Follow (Amp Level Key Follow)	-100-+100	Specify this if you want to vary the volume according to the position of the key that you play. With positive ("+") settings the volume increases as you play upward from the C4 key (middle C); with negative ("-") settings the volume decreases. Higher values will produce greater change.
	Attack (AMP Env Attack)	0-127	Specifies the time from the moment you press the key until the maximum volume is reached.
	Decay (AMP Env Decay)	0-127	Specifies the time from when the maximum volume is reached, until it decays to the sustain level.
	Sustain (AMP Env Sustain)	0-127	Specifies the volume level that will be maintained from when the attack and decay times have elapsed until you release the key.
	Release (AMP Env Release)	0-127	Specifies the time from when you release the key until the volume reaches its minimum value.
			
LFO	Shape	Selects the LFO waveform.	
		TRI 	Triangle wave
		SIN 	Sine wave
		SAW 	Sawtooth wave
		SQR 	Square wave
		S&H	Sample and Hold (The LFO value will change once each cycle.)
	Rate	0-127	Specifies the LFO rate when LFO Tempo Sync Sw is OFF.
	Tempo Sync	OFF, ON	If this is ON, the LFO rate can be specified as a note value relative to the tempo.
	Sync Note (LFO Tempo Sync Note)	16, 12, 8, 4, 2, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 1/24, 1/32	Specifies the LFO rate when LFO Tempo Sync Sw is ON.
	Fade Time	0-127	Specifies the time from when the partial sounds until the LFO reaches its maximum amplitude. 
	Key Trigger	OFF, ON	If this is on, the LFO cycle will be restarted when you press a key.
	Pitch Depth	-63-+63	Allows the LFO to modulate the pitch, producing a vibrato effect.
	FILTER Depth	-63-+63	Allows the LFO to modulate the FILTER CUTOFF (cutoff frequency), producing a wah effect.
AMP Depth	-63-+63	Allows the LFO to modulate the AMP LEVEL (volume), producing a tremolo effect.	
Pan Depth	-63-+63	Allows the LFO to modulate the PAN (stereo position), producing an auto panning effect.	

Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
MOD LFO	Shape		Selects the MODULATION LFO waveform. There is an LFO that is always applied to the partial, and a MODULATION LFO for applying modulation with the modulation controller (CC01).
		TRI 	Triangle wave
		SIN 	Sine wave
		SAW 	Sawtooth wave
		SQR 	Square wave
		S&H	Sample and Hold (The LFO value will change once each cycle.)
		RND	Random wave
	Rate	0-127	Specifies the LFO rate when ModLFO TempoSyncSw is OFF.
	TempoSync	OFF, ON	If this is ON, the LFO rate can be specified as a note value relative to the tempo.
	Sync Note (ModLFO TempoSyncNote)	16, 12, 8, 4, 2, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 1/24, 1/32	Specifies the LFO rate when ModLFO TempoSyncSw is ON.
	Pitch Depth	-63+63	Allows the LFO to modulate the pitch, producing a vibrato effect.
	FILTER Depth	-63+63	Allows the LFO to modulate the FILTER CUTOFF (cutoff frequency), producing a wah effect.
	AMP Depth	-63+63	Allows the LFO to modulate the AMP LEVEL (volume), producing a tremolo effect.
Pan Depth	-63+63	Allows the LFO to modulate the pan (stereo position), producing an auto panning effect.	
Rate Control	-63+63	Make these settings if you want to change the Modulation LFO Rate when the modulation lever is operated. Specify a positive ("+") setting if you want ModLFO Rate to become faster when you increase the modulation controller (CC01) value; specify a negative ("-") setting if you want it to become slower.	
AFT (AFTERTOUCHE)	Cutoff Sens (Cutoff Aftertouch Sens)	-63+63	Specifies how aftertouch pressure will affect the cutoff frequency. Specify a positive ("+") setting if you want the cutoff frequency to rise when the aftertouch message values increase; specify a negative ("-") setting if you want the cutoff frequency to fall.
	Level Sens (Level Aftertouch Sens)	-63+63	Specifies how aftertouch pressure affects the volume. Specify a positive ("+") setting if you want the volume to increase when the aftertouch message values increase; specify a negative ("-") setting if you want the volume to decrease.
MISC	Attack Time (Attack Time Interval Sens)	0-127	Shortens the FILTER and AMP Attack Time according to the spacing between note-on events. Higher values produce a greater effect. With a setting of 0, there will be no effect. This is effective when you want to play rapid notes using a sound that has a slow attack (Attack Time).
	Release Time (Release Time Interval Sens)	0-127	Shortens the FILTER and AMP Release Time if the interval between one note-on and the next note-off is brief. Higher values produce a greater effect. With a setting of 0, there will be no effect. This is effective when you want to play staccato notes using a sound that has a slow release.
	Porta Time (Portamento Time Interval Sens)	0-127	Shortens the Portamento Time according to the spacing between note-on events. Higher values produce a greater effect. With a setting of 0, there will be no effect.
	Mode (Envelope Loop Mode)		Use this to loop the envelope between certain regions during a note-on. 
		OFF	The envelope will operate normally.
		FREE-RUN	When the Decay segment has ended, the envelope will return to the Attack. The Attack through Decay segments will repeat until note-off occurs.
		TEMPO-SYNC	Specifies the loop rate as a note value (Sync Note parameter).
	Sync Note (Envelope Loop Sync Note)	Note	Returns to the Attack at the specified rate. If the Attack+Decay time is shorter than the specified loop, the sound is maintained at the Sustain Level. If the Attack+Decay time is longer than the specified loop, the sound returns to the Attack even if the Decay has not completed. This will continue repeating until note-off occurs.
	Chroma Porta (Chromatic Portamento)	OFF, ON	If this is turned ON, portamento will operate in semitone steps.

# Drum Kit

## TONE EDIT: PCM Drum Kit

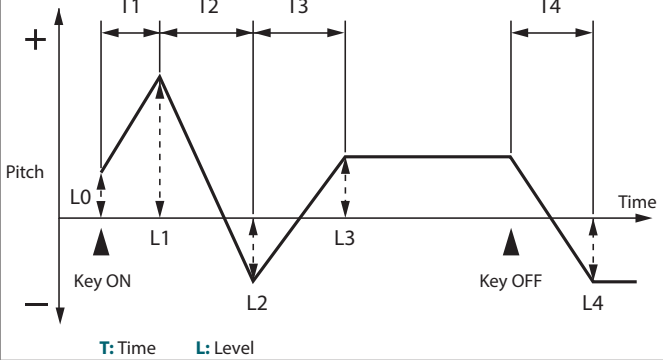
Each kit has 26 sets (Partial 1–26) of WAVE, TVF, and TVA settings.

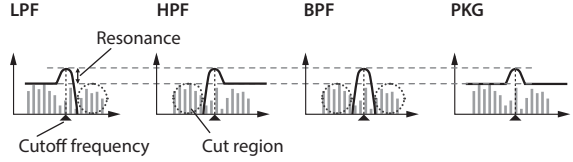
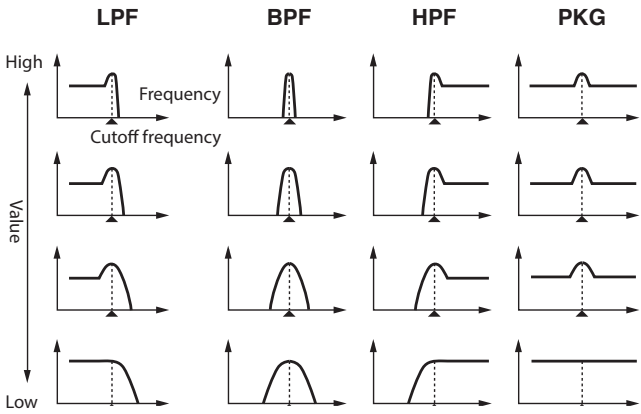

Each partial has four wave generators. You can assign a different note number that will sound each of the 26 partials.


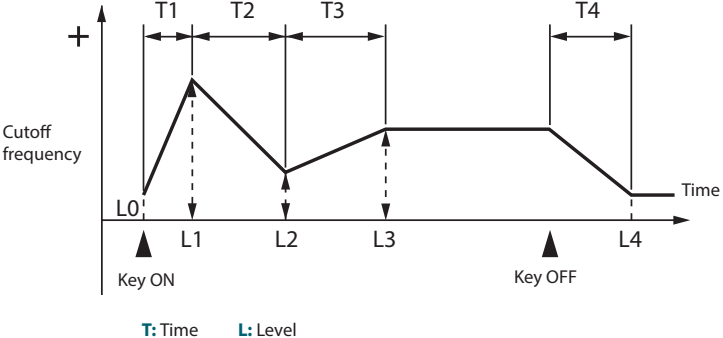

Menu	Parameter	Value	Explanation
[Shift] + Cursor [◀] [▶]	Cursor [◀] [▶]	Value [-] [+]	
COMMON	Kit Name		Specifies the name of the drum kit. You can edit the name and save, but it is saved for the program, not for the individual drum kit.
	Kit Level	0–127	Sets the volume of the drum kit. <b>MEMO</b> The volume of each partial in the drum kit is specified by the TVA Level parameter (p. 24). The volume of each waveform within a partial is set by the Wave Level parameter (p. 21).
	Assign	MULTI, SINGLE	Assign Type sets the way sounds are played when the same key is pressed a number of times. <b>MULTI:</b> Layer the sound of the same keys. Even with continuous sounds where the sound plays for an extended time, such as with crash cymbals, the sounds are layered, without previously played sounds being eliminated. <b>SINGLE:</b> Only one sound can be played at a time when the same key is pressed. With continuous sounds where the sound plays for an extended time, the previous sound is stopped when the following sound is played.
	Mute Group	OFF, 1–31	On an actual acoustic drum set, an open hi-hat and a closed hi-hat sound can never occur simultaneously. To reproduce the reality of this situation, you can set up a Mute Group. The Mute Group function allows you to designate two or more drum partials that are not allowed to sound simultaneously. Up to 31 Mute Groups can be used. Drum partials that does not belong to any such group should be set to <b>"OFF"</b>
	Env Mode	NO-SUS, SUSTAIN	When a loop waveform is selected, the sound will normally continue as long as the key is pressed. If you want the sound to decay naturally even if the key remains pressed, set this to <b>"NO-SUS."</b> * If a one-shot type Wave is selected, it will not sustain even if this parameter is set to <b>"SUSTAIN."</b>
	Bend Range	0–48	Specifies the amount of pitch change in semitones (4 octaves) that will occur when the Pitch Bend Lever is moved. The amount of change when the lever is tilted is set to the same value for both left and right sides.
	Rx Expression	OFF, ON	For each drum partial, specify whether MIDI Expression messages will be received (ON), or not (OFF).
	Rx Hold-1	OFF, ON	For each drum partial, specify whether MIDI Hold-1 messages will be received (ON), or not (OFF). <b>NOTE</b> This has no effect if the Env Mode parameter is set to "NO-SUS"
	One Shot Mode	OFF, ON	The sound will play back until the end of the waveform (or the end of the envelope, whichever comes first). The result will be the same as when the envelope's Env Mode parameter is set to <b>"NO-SUS"</b>

WAVE	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; text-align: center;">           C 2:WAVE W1 No. L (MONO) 137         </div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; text-align: center;">           C 2:WAVE W2 No. L (MONO) 458         </div> <div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; text-align: center;">           C 2:WAVE W3 No. L (MONO) 458         </div> </div>																	
	<div style="border: 1px solid black; padding: 5px; background-color: #333; color: white; text-align: center; margin-bottom: 10px;">           C 2:WAVE W4 No. L (MONO) 458         </div> <p>Each Drum Kit has 26 Partial (26 instruments assigned on keyboard). And each Partial has 4 Wave Generators. The Partial that is being edited is shown in the upper left of the screen. The Wave (W1–F4) that is being edited is shown in the upper right of the screen. You can select and edit the Wave as below.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="background-color: #e0e0e0;">Wave 1 select and edit</td> <td>Press the <b>[01]</b> button.</td> </tr> <tr> <td style="background-color: #e0e0e0;">Wave 2 select and edit</td> <td>Press the <b>[02]</b> button.</td> </tr> <tr> <td style="background-color: #e0e0e0;">Wave 3 select and edit</td> <td>Press the <b>[03]</b> button.</td> </tr> <tr> <td style="background-color: #e0e0e0;">Wave 4 select and edit</td> <td>Press the <b>[04]</b> button.</td> </tr> <tr> <td style="background-color: #e0e0e0;">Wave 1 turn on</td> <td>Press the <b>[05]</b> button (lit).</td> </tr> <tr> <td style="background-color: #e0e0e0;">Wave 2 turn on</td> <td>Press the <b>[06]</b> button (lit).</td> </tr> <tr> <td style="background-color: #e0e0e0;">Wave 3 turn on</td> <td>Press the <b>[07]</b> button (lit).</td> </tr> <tr> <td style="background-color: #e0e0e0;">Wave 4 turn on</td> <td>Press the <b>[08]</b> button (lit).</td> </tr> </tbody> </table>			Wave 1 select and edit	Press the <b>[01]</b> button.	Wave 2 select and edit	Press the <b>[02]</b> button.	Wave 3 select and edit	Press the <b>[03]</b> button.	Wave 4 select and edit	Press the <b>[04]</b> button.	Wave 1 turn on	Press the <b>[05]</b> button (lit).	Wave 2 turn on	Press the <b>[06]</b> button (lit).	Wave 3 turn on	Press the <b>[07]</b> button (lit).	Wave 4 turn on
Wave 1 select and edit	Press the <b>[01]</b> button.																	
Wave 2 select and edit	Press the <b>[02]</b> button.																	
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Wave 1 turn on	Press the <b>[05]</b> button (lit).																	
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Wave 3 turn on	Press the <b>[07]</b> button (lit).																	
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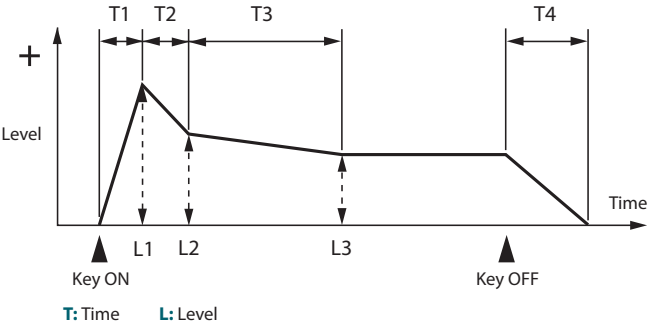
Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
WAVE	No.L (Mono)	OFF, 1–453	Selects the Waves comprising the drum partial. Along with the Wave number, the Wave name appears at the lower part of the display.
	No.R		When in monaural mode, only the left side (L) is specified. When in stereo, the right side (R) is also specified.
	Gain	-6, 0, +6, +12 [dB]	Specifies the gain (amplitude) of the waveform. The value will change in 6 dB (decibel) steps. Each 6 dB increase doubles the gain.
	FXM Switch	OFF, ON	Sets whether FXM will be used (ON) or not (OFF).  <b>FXM</b> FXM (Frequency Cross Modulation) uses a specified waveform to apply frequency modulation to the currently selected waveform, creating complex overtones. This is useful for creating dramatic sounds or sound effects.
	FXM Color	1–4	Specifies how FXM will perform frequency modulation. Higher settings result in a grainier sound, while lower settings result in a more metallic sound.
	FXM Depth	0–16	Specifies the depth of the modulation produced by FXM.  <b>NOTE</b> If Wave Tempo Sync is "ON," pitch-related settings (p. 22) and FMX-related settings have no effect.
	Coarse Tune	-48–+48	Adjusts the pitch of the waveform's sound up or down in semitone steps (+/- 4 octaves).  <b>MEMO</b> The overall coarse tuning for all of the drum partials is specified by PITCH Coarse Tune (p. 22).
	Fine Tune	-50–+50	Adjusts the pitch of the waveform's sound up or down in 1-cent steps (+/-50 cents). * One cent is 1/100th of a semitone.  <b>MEMO</b> The overall fine tuning for all of the drum partials is specified by PITCH Fine Tune (p. 22).
	Level	0–127	Sets the volume of the waveform.  <b>MEMO</b> The volume of each drum partial is specified by TVA Level (p. 24), and the overall volume of the entire drum kit is specified by COMMON Kit Level (p. 20).
	Pan	L64–63R	This specifies the pan of the waveform. "L64" is far left, "0" is center, and "63R" is far right.
	Random Pan Sw (Random Pan Switch)	OFF, ON	Use this setting to cause the waveform's panning to change randomly each time a key is pressed (ON) or not (OFF). * To specify the range in which pan is changed, edit Random Pan Depth (p. 24).
Alter Pan Sw (Alternate Pan Switch)	OFF, ON, REVS	This setting causes panning of the waveform to be alternated between left and right each time a key is pressed. Set Alter Pan Sw to "ON" to pan the Wave according to the Alter Pan Depth settings, or to "REVS" when you want the panning reversed. If you do not want the panning to change each time a key is pressed, set this to "OFF."	
WMT	WMT Vel Ctrl (WMT Velocity Control)	OFF, ON, RANDOM	WMT Velocity Control determines whether a different drum partial is played (ON) or not (OFF) depending on the force with which the key is played (velocity). When set to "RANDOM," the drum kit's constituent drum partials will sound randomly, regardless of any Velocity messages.
	Vel Fade L (Velo Fade Lower)	0–127	Determines what will happen to the tone's level when the tone is played at a velocity lower than its specified velocity range. Higher settings produce a more gradual change in volume. If you want notes played outside the specified key velocity range to not be sounded at all, set this to "0."
	Vel Range L (Velo Range Lower)	1–UPPER	Sets the lowest velocity at which the waveform will sound. Make these settings when you want different waveforms to sound in response to notes played at different strengths.  <b>NOTE</b> If you attempt to set the lower key velocity above the higher, or the higher key velocity below the lower, the other setting changes in tandem.
	Vel Range U (Velo Range Upper)	LOWER–127	Sets the highest velocity at which the waveform will sound. Make these settings when you want different waveforms to sound in response to notes played at different strengths.
Vel Fade U (Velo Fade Upper)	0–127	This determines what will happen to the tone's level when the tone is played at a velocity greater than its specified velocity range. Higher settings produce a more gradual change in volume. If you want notes played outside the specified key velocity range to not be sounded at all, set this to "0."	

Menu	Parameter	Value	Explanation
[Shift] + Cursor [◀] [▶]	Cursor [◀] [▶]	Value [-] [+]	
PITCH	Coarse Tune	C-1–G9	Selects the pitch at which a drum partial sounds. <b>MEMO</b> The coarse tune of the waveforms that make up the drum partial is specified by the Wave Coarse Tune parameter (p. 21).
	Fine Tune	-50–+50	Adjusts the pitch of the drum partial's sound up or down in 1-cent steps (+/-50 cents). * One cent is 1/100th of a semitone. <b>MEMO</b> The fine tune of the waveforms that make up the drum partial is specified by the Wave Fine Tune parameter (p. 21).
	Rnd Pch Dpth (Random Pitch Depth)	0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000, 1100, 1200	Specifies the width of random pitch deviation that will occur each time a key is pressed. If you do not want the pitch to change randomly, set this to "0." These values are in units of cents (1/100th of a semitone).
PITCH ENV	Env Depth	-12–+12	Adjusts the effect of the Pitch Envelope. Higher settings will cause the pitch envelope to produce greater change. Negative ("–") settings invert the shape of the envelope.
	Env V-Sens	-63–+63	Keyboard playing dynamics can be used to control the depth of the pitch envelope. Specify a positive ("+") setting if you want the pitch envelope to have a greater effect as you play the key more strongly; specify a negative ("–") setting if you want the pitch envelope to have less effect.
	Env T1 V-Sens	-63–+63	Allows keyboard dynamics to affect the Time 1 of the Pitch envelope. Specify a positive ("+") setting if you want Time 1 to become faster as you play the key more strongly; specify a negative ("–") setting if you want Time 1 to become slower.
	Env T4 V-Sens	-63–+63	Use this parameter when you want key release speed to affect the Time 4 value of the pitch envelope. Specify a positive ("+") setting if you want Time 4 to become faster as you release the key more quickly; specify a negative ("–") setting if you want Time 4 to become slower.
	Env Time 1–4	0–127	Specify the pitch envelope times (Time 1–Time 4). Higher settings will result in a longer time until the next pitch is reached. (For example, Time 2 is the time over which the pitch changes from Level 1 to Level 2.)
	Env Level 0–4	-63–+63	Specify the pitch envelope levels (Level 0–Level 4). These specify the amount of pitch change at each point relative to the standard pitch (Pitch screen) specified by coarse tune (and fine tune). Positive ("+") settings make the pitch higher than the standard pitch; negative ("–") settings make the pitch lower. 

Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
TVF	Filter Type	OFF, LPF, BPF, HPF, PKG, LPF2, LPF3	<p>Selects the type of filter. A filter cuts or boosts a specific frequency region to change a sound's brightness, thickness, or other qualities.</p> <p><b>OFF:</b> The filter is not used.</p> <p><b>LPF:</b> Low Pass Filter. Cuts the portion that is above the cutoff frequency. By cutting the high-frequency portion, this gives the sound a milder character. This is the most common filter used in synthesizers.</p> <p><b>BPF:</b> Band Pass Filter. This leaves only the frequencies in the region of the cutoff frequency, and cuts the rest. This can be useful when creating distinctive sounds.</p> <p><b>HPF:</b> High Pass Filter. This cuts the frequencies in the region below the cutoff frequency. This is suitable for creating percussive sounds emphasizing their higher ones.</p> <p><b>PKG:</b> Peaking Filter. This emphasizes the frequencies in the region of the cutoff frequency. This represents the "resonance" of a drum.</p> <p><b>LPF2:</b> Low Pass Filter 2. Although frequency components above the cutoff frequency are cut, the sensitivity of this filter is half that of the LPF. This makes it a comparatively warmer low pass filter. This filter is good for use with simulated instrument sounds such as the acoustic piano.</p> <p><b>LPF3:</b> Low Pass Filter 3. Although frequency components above the cutoff frequency are cut, the sensitivity of this filter changes according to the Cutoff frequency. While this filter is also good for use with simulated acoustic instrument sounds, the nuance it exhibits differs from that of the LPF2, even with the same TVF Envelope settings.</p>  <p><b>NOTE</b> If you set "LPF2" or "LPF3," the setting for the Resonance parameter will be ignored.</p>
	Cutoff	0-127	<p>Selects the frequency at which the filter begins to have an effect on the waveform's frequency components.</p> <p>With "LPF/LPF2/LPF3" selected for the Filter Type parameter, lower cutoff frequency settings reduce a tone's upper harmonics for a more rounded, warmer sound. Higher settings make it sound brighter.</p> <p>If the Filter Type parameter is set to "BPF," the cutoff frequency setting changes the region of harmonics that are allowed to sound. This can be useful when creating distinctive sounds.</p> <p>With "HPF" selected, higher Cutoff Frequency settings will reduce lower harmonics to emphasize just the brighter components of the sound.</p> <p>With "PKG" selected, the harmonics to be emphasized will vary depending on Cutoff Frequency setting.</p>
	Resonance	0-127	<p>Emphasizes the portion of the sound in the region of the cutoff frequency, adding character to the sound. Excessively high settings can produce oscillation, causing the sound to distort.</p> 
	Cutoff V-Crv	FIXED, 1-7	<p>Selects one of the following seven curves that determine how keyboard playing dynamics (velocity) influence the cutoff frequency. Set this to "FIXED" if you don't want the Cutoff frequency to be affected by the keyboard velocity.</p> 
	Cutoff V-Sens	-63+63	<p>Use this parameter when changing the cutoff frequency to be applied as a result of changes in playing velocity.</p> <p>Specify a positive ("+") setting if you want the cutoff frequency to become higher as you play more strongly; specify a negative ("-") setting if you want the cutoff frequency to become lower.</p>

Menu	Parameter	Value	Explanation
[Shift] + Cursor [◀] [▶]	Cursor [◀] [▶]	Value [-] [+]	
TVF	Res V-Sens (Resonance V-Sns)	-63→+63	This allows keyboard velocity to modify the amount of Resonance. Specify a positive (“+”) setting if you want the resonance to increase as you play more strongly; specify a negative (“-”) setting if you want the resonance to decrease.
	Env V-Curve	FIXED, 1-7	Selects one of the following 7 curves that will determine how keyboard playing dynamics will affect the TVF envelope. Set this to “FIXED” if you don’t want the TVF Envelope to be affected by the keyboard velocity. 
	Env V-Sens	-63→+63	Specifies how keyboard playing dynamics will affect the depth of the TVF envelope. Specify a positive (“+”) setting if you want the TVF envelope to have a greater effect as you play more strongly; specify a negative (“-”) setting if you want it to have less effect.
	Env T1 V-Sens	-63→+63	This allows keyboard dynamics to affect the Time 1 of the TVF envelope. Specify a positive (“+”) setting if you want Time 1 to become faster as you play the key more strongly; specify a negative (“-”) setting if you want Time 1 to become slower.
	Env T4 V-Sens	-63→+63	The parameter to use when you want key release speed to control the Time 4 value of the TVF envelope. Specify a positive (“+”) setting if you want Time 4 to become faster as you release the key more quickly; specify a negative (“-”) setting if you want Time 4 to become slower.
TVF ENV	Env Depth	-63→+63	Specifies the depth of the TVF envelope. Higher settings will cause the TVF envelope to produce greater change. Negative (“-”) settings invert the shape of the envelope.
	Env Time 1-4	0-127	Specify the TVF envelope times (Time 1–Time 4). Higher settings will lengthen the time until the next cutoff frequency level is reached. (For example, Time 2 is the time over which Level 1 will change to Level 2.)
	Env Level 0-4	0-127	Specify the TVF envelope levels (Level 0–Level 4). These settings specify how the cutoff frequency will change at each point, relative to the standard cutoff frequency (the cutoff frequency value specified in the TVF screen). 
TVA	Level	0-127	Sets the volume of the drum partial. Use this parameter to adjust the volume balance between drum partials. <b>MEMO</b> The volume of the waveform for the drum partial is specified by the Wave Level parameter (p. 21).
	Level V-Curve	FIXED, 1-7	Choose one of the following seven curves to specify how the volume of the drum partial changes in response to your keyboard playing dynamics. If you don’t want the volume of the drum partial to change in response to your keyboard dynamics, choose the “FIXED” setting. 
	Level V-Sens	-63→+63	Set this when you want the volume of the drum partial to change depending on the force with which you press the keys. Specify a positive (“+”) setting if you want the volume of the drum partial to increase as you play more strongly; specify a negative (“-”) setting if you want the volume to decrease.
	Pan	L64-63R	Sets the pan for the drum partial. “L64” is far left, “0” is center, and “63R” is far right. <b>MEMO</b> Use the Wave Pan parameter (p. 21) to specify the panning of the waveforms that make up the drum partial.
	Rnd Pan Dpth (Random Pan Depth)	0-63	Use this parameter when you want the stereo location to change randomly each time you press a key. Higher settings will produce a greater amount of change. <b>NOTE</b> This applies only to waves whose Wave Random Pan Sw parameter (p. 21) is ON.



Menu [Shift] + Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
TVA	Alt Pan Dpth (Alternate Pan Depth)	L63–63R	This setting causes panning to be alternated between left and right each time a key is pressed. Higher settings will produce a greater amount of change. “L” or “R” settings will reverse the order in which the pan will alternate between left and right. For example if two drum partials are set to “L” and “R” respectively, the panning of the two drum partials will alternate each time they are played. <b>NOTE</b> This applies only to waves whose Wave Alter Pan Sw parameter (p. 21) is ON or REVS.
	Relative Level	-64–+63	Corrects for the volume of the drum partial. This parameter is set by the key-based controller system exclusive message. Normally, you should leave it set to 0. <b>NOTE</b> If the drum partial level is set to 127, the volume will not increase beyond that point.
TVA ENV	Env T1 V-Sens	-63–+63	This allows keyboard dynamics to affect the Time 1 of the TVA envelope. Specify a positive (“+”) setting if you want Time 1 to become faster as you play the key more strongly; specify a negative (“-”) setting if you want Time 1 to become slower.
	Env T4 V-Sens	-63–+63	The parameter to use when you want key release speed to control the Time 4 value of the TVA envelope. Specify a positive (“+”) setting if you want Time 4 to become faster as you release the key more quickly; specify a negative (“-”) setting if you want Time 4 to become slower.
	Env Time 1–4	0–127	Specify the TVA envelope times (Time 1–Time 4). Higher settings will lengthen the time until the next volume level is reached. (For example, Time 2 is the time over which Level 1 will change to Level 2.)
	TVA Env Level 1–3	0–127	Specify the TVA envelope levels (Level 1–Level 3). These settings specify how the volume will change at each point, relative to the standard volume (the Partial Level value specified in the TVA screen). 
OUTPUT	Output Asgn (Output Assign)	EFX1, EFX2, DLY, REV, DIR	Specifies how the sound of each partial will be output.
	Output Level	0–127	Specifies the signal level of each partial.
	Dly Send Lev (Delay Send Level)	0–127	Specifies the level of the signal sent to the delay for each partial.
	Rev Send Lev (Reverb Send Level)	0–127	Specifies the level of the signal sent to the reverb for each partial.

# Effects

To move between Effect1, Effect2, Delay, and Reverb, hold down the **[Shift]** button and use the cursor **[◀] [▶]** buttons.

## Effect Edit

Menu <b>[Shift] + Cursor [◀] [▶]</b>	Parameter Cursor <b>[◀] [▶]</b>	Value Value <b>[-] [+]</b>	Explanation
EFFECT1	Type	<b>00:</b> Thru <b>01:</b> Distortion <b>02:</b> Fuzz <b>03:</b> Compressor <b>04:</b> Bit Crusher	Selects the types of effect 1.
	Parameters for each effect type	Edit the parameters for the selected effect type. ➔ <b>"Effect Parameters"</b> (p. 26)	
	Output Asgn (Output Assign)	DIR, EFX2	Selects the output destination for the sound from effect 1. <b>DIR:</b> Output to the Output jacks. <b>EFX2:</b> Output to Effect 2. If you want to use EFX1 and EFX2 separately for each part, set this parameter to DIR. For details, refer to the effect block diagram.
	Dly Send Lev (Effect1 Delay Send Level)	0–127	Depth of delay applied to the sound from effect 1.
	Rev Send Lev (Effect1 Reverb Send Level)	0–127	Depth of reverb applied to the sound from effect 1.
EFFECT2	Type	<b>00:</b> Thru <b>01:</b> Flanger <b>02:</b> Phaser <b>03:</b> Ring Mod <b>04:</b> Slicer	Selects the types of effect 2.
	Parameters for each effect type	Edit the parameters for the selected effect type. ➔ <b>"Effect Parameters"</b> (p. 26)	
	Dly Send Lev (Effect2 Delay Send Level)	0–127	Depth of delay applied to the sound from effect 2.
	Rev Send Lev (Effect2 Reverb Send Level)	0–127	Depth of reverb applied to the sound from effect 2.
Delay	Type	SINGLE, PAN	Selects the type of delay.
	Time	0–2600 ms, note	Adjusts the delay time.
	Tap Time	0–100%	Adjusts the delay time of the L-channel relative to the R-channel delay time taken as 100%. * This can be set if Type = PAN.
	Feedback	0–98%	Proportion of delay sound that is returned to the input.
	HF Damp (High Frequency Damp)	200–8000 Hz, BYPASS	Frequency at which to cut the high-frequency portion of the delay sound returned to the input ( <b>BYPASS:</b> no cut).
	Level	0–127	Adjusts the volume of the delay sound.
Reverb	Rev Send Lev (Delay to Reverb Send Level)	0–127	Depth of reverb applied to the sound that passes through the delay.
	Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2	Specifies the type of reverb.
	Time	0–127	Time length of reverberation
	HF Damp	200–8000 Hz, BYPASS	Frequency at which to cut the high-frequency portion of the reverb sound. ( <b>BYPASS:</b> no cut)
Level	0–127	Adjusts the volume of the reverb sound.	

## Effect Parameters

Effect type	Parameter Cursor <b>[◀] [▶]</b>	Value Value <b>[-] [+]</b>	Explanation
Distortion	Type	0–5	Selects the type of distortion.
	Drive	0–127	Adjusts the depth of distortion.
	Presence	0–127	Adjusts the character of the ultra-high-frequency region.
	Level	0–127	Adjusts the volume.
Fuzz	Type	0–5	Selects the type of distortion.
	Drive	0–127	Adjusts the depth of distortion.
	Presence	0–127	Adjusts the character of the ultra-high-frequency region.
Compressor	Level	0–127	Adjusts the volume.
	Threshold	0–127	Level at which compression is applied
	Ratio	1: 1–inf: 1	Compression ratio
	Attack	0.05–50.0 ms	Time from when the input exceeds the Threshold until compression begins
Release	0.05–2000 ms	Time from when the input falls below the Threshold until compression is removed	



Effect type	Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
Bit Crusher	Rate	0–127	Adjusts the sampling frequency.
	Bit	0–127	Adjusts the bit depth.
	Filter	0–127	Adjusts the filter depth.
	Level	0–127	Adjusts the volume.
Flanger	Rate	0–127, note	Frequency of modulation
	Depth	0–127	Depth of modulation
	Feedback	0–127	Proportion of the flanger sound that is returned to the input
	Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
	Balance	D100: 0W–D0: 100W	Volume balance between the direct sound (D) and the effect sound (W)
Phaser	Level	0–127	Adjusts the volume.
	Rate	0–127, note	Adjusts the speed of rotation.
	Depth	0–127	Adjusts the depth of the phase effect.
	Resonance	0–127	Adjusts the amount of resonance.
	Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Ring Mod	Level	0–127	Adjusts the volume.
	Frequency	0–127	Adjusts the frequency at which modulation is applied.
	Sens	0–127	Adjusts the amount of frequency modulation applied.
	Balance	D100: 0W–D0: 100W	Volume balance between the direct sound (D) and the effect sound (W)
Slicer	Level	0–127	Adjusts the volume.
	Timing Ptn (Pattern)	0–15	Selects the rhythm pattern by which the sound is sliced.
	Rate	Note	Adjusts the rate at which the sound is sliced.
	Attack	0–127	Speed at which the level changes between steps
	Trigger Level	0–127	Specifies the sensitivity that will trigger playback from the beginning of the selected pattern. * If you want the Slicer to synchronize to the pattern, set the Trigger Level parameter to 127.

**MEMO**

When using the Flanger, you can set the Feedback value to 0 and use it as a Chorus effect.

# AutoPitch/Vocoder

## AutoPitch

Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
Level	0–127	Adjusts the volume of the sound that passes through AutoPitch.
Pan	L64–63R	Adjusts the stereo position of the sound that passes through AutoPitch.
Output Asgn (Output Assign)	EFX1, EFX2, DLY, REV, DIR	Specifies the output destination of the sound that passes through AutoPitch. <b>EFX1:</b> Output to Effect 1 <b>EFX2:</b> Output to Effect 2 <b>DLY:</b> Output to Delay <b>REV:</b> Output to Reverb <b>DIR:</b> Output without applying an effect
Dly Send Lev (Delay Send Level)	0–127	Adjusts the amount of delay applied to the sound that passes through AutoPitch.
Rev Send Lev (Reverb Send Level)	0–127	Adjusts the amount of reverb applied to the sound that passes through AutoPitch.
Type	Soft, Hard, Electric1, Electric2	<b>Soft:</b> Corrects the pitch smoothly. <b>Hard:</b> Corrects the pitch quickly. <b>Electric 1:</b> Corrects the pitch in a stepwise manner. <b>Electric 2:</b> Corrects the pitch more strongly than Electric 1. This reproduces the mechanical, step-wise pitch correction used in pop music.
Scale	Chromatic, Maj (Min)	<b>Chromatic:</b> Corrects the pitch in semitone steps. <b>Maj (Min):</b> Corrects the pitch to the notes of the scale (Key) you specify.
Key	C–Bm	If the Scale parameter is set to “ <b>Maj (Min)</b> ,” specify the key of the song you’re singing. For example if the song is in C major, specify “ <b>C</b> ”; if the song is in A minor, specify “ <b>Am</b> .”  <b>Relationship between the key of the song and the key signature (# and b) of the score</b>  <b>Major keys</b> C F B <sup>b</sup> E <sup>b</sup> A <sup>b</sup> D <sup>b</sup>  <b>Minor keys</b> Am Dm Gm Cm Fm B <sup>b</sup> m  <b>Major keys</b> C G D A E B F <sup>#</sup>  <b>Minor keys</b> Am Em Bm F <sup>#</sup> m C <sup>#</sup> m G <sup>#</sup> m D <sup>#</sup> m
Gender	-10→+10	Settings in the “-” direction give the voice an increasingly masculine character; settings in the “+” direction give the voice an increasingly feminine character.
Octave	-1, 0, +1	Makes the pitch one octave higher/lower.
Balance	D100:0W–D0:100W	Specifies the volume balance between the direct sound (D) and the effect sound (W).

## Vocoder

Parameter Cursor [◀] [▶]	Value Value [-] [+]	Explanation
Tone number	1–256	Selects the instrumental sound.
Level	0–127	Adjusts the output level of the sound that passes through the vocoder.
Pan	L64–63R	Adjusts the stereo position of the sound that passes through the vocoder.
Output Asgn (Output Assign)	EFX1, EFX2, DLY, REV, DIR	Specifies the output destination of the sound that passes through the vocoder. <b>EFX1:</b> Output to Effect 1 <b>EFX2:</b> Output to Effect 2 <b>DLY:</b> Output to Delay <b>REV:</b> Output to Reverb <b>DIR:</b> Output without applying an effect
Dly Send Lev (Delay Send Level)	0–127	Adjusts the amount of delay that is applied to the sound that passes through the vocoder.
Rev Send Lev (Reverb Send Level)	0–127	Adjusts the amount of reverb that is applied to the sound that passes through the vocoder.
Envelope	Sharp, Soft, Long	Selects the character of the sound. <b>SHARP:</b> Emphasizes the human voice. <b>SOFT:</b> Emphasizes the sound of the instrument. <b>LONG:</b> Produces a vintage sound with a long decay.
Mic Sens	0–127	Specifies the input sensitivity of the mic.
Synth Level	0–127	Specifies the input level of the instrumental sound.
Mic Mix Level	0–127	Specifies the amount of the mic audio passing through the Mic HPF (Mic High Pass Filter) that is added to the output of the vocoder.
Mic HPF (Mic High Pass Filter)	BYPASS, 1000–16000 Hz	Specifies the frequency at which the high pass filter (HPF) applied to the mic audio starts to take effect. If this is set to BYPASS, no filter is applied.

## ARPEGGIO

Parameter	Value	Explanation
Cursor [◀] [▶]	Value [-] [+]	
(Arpeggio Style)	001–128	This selects the arpeggio's performance style.
Grid	1/4, 1/8, 1/8L, 1/8H, 1/12, 1/16, 1/16L, 1/16H, 1/24	Specifies the time signature and <b>"swing"</b> of the arpeggio style. The setting specifies the note value that one grid unit represents, and the degree of shuffle (none, light, or heavy). <b>1/4:</b> Eighth note (two grid sections = one beat) <b>1/8:</b> Eighth note (two grid sections = one beat) <b>1/8L:</b> Eighth note shuffle Light (two grid sections = one beat, with a light shuffle) <b>1/8H:</b> Eighth note shuffle Heavy (two grid sections = one beat, with a heavy shuffle) <b>1/12:</b> Eighth note triplet (three grid sections = one beat) <b>1/16:</b> Sixteenth note (four grid sections = one beat) <b>1/16L:</b> Sixteenth note shuffle Light (four grid sections = one beat, with a light shuffle) <b>1/16H:</b> Sixteenth note shuffle Heavy (four grid sections = one beat, with a heavy shuffle) <b>1/24:</b> Sixteenth note triplet (six grid sections = one beat)
Duration	30–120%, Full	Specifies the duration that each note of the arpeggio is sounded. This determines whether the sounds are played staccato (short and clipped), or tenuto (fully drawn out). <b>30–120:</b> For example if you specify <b>"30,"</b> each note on the grid (or in the case of tied notes, the last tied note) has a duration that is 30% of the note value specified by the grid. <b>Full:</b> Even if the linked grid is not connected with a tie, the same note continues to sound until the point at which the next new sound is specified.
Motif	➔ <b>"Selecting Ascending/Descending Variations (Motif)"</b>	Specifies how notes are sounded if you press more keys than the number of notes specified for the arpeggio style. Refer to <b>"Selecting Ascending/Descending Variations (Motif)"</b> (p. 29).
Velocity	REAL, 1–127	Specifies the loudness of the notes that you play. <b>REAL:</b> If you want the velocity value of each note to depend on how strongly you play the keyboard, set this parameter to REAL. <b>1–127:</b> Notes sound at the velocity you specify here, regardless of how strongly you play the keys.
Oct Range	-3–+3	Specifies the range by which the arpeggio is shifted. This adds an effect that shifts arpeggios one cycle at a time in octave units (octave range). You can set the shift range upwards or downwards (up to three octaves up or down).
Accent	0–100	Specifies the accent strength for the arpeggio. With a setting of <b>"100,"</b> the arpeggiated notes will have the velocities that are programmed by the arpeggio style. With a setting of <b>"0,"</b> all arpeggiated notes will be sounded at a fixed velocity.

## Selecting Ascending/Descending Variations (Motif)

This selects the method used to play sounds (motif) when you have a greater number of notes than programmed for the Arpeggio Style.

\* When the number of keys played is less than the number of notes in the Style, the highest-pitched of the pressed keys is played by default.

Value	Explanation
Up (L)	Only the lowest of the keys pressed is sounded each time, and the notes play in order from the lowest of the pressed keys.
Up (L&H)	Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the lowest of the pressed keys.
Up ( )	The notes play in order from the lowest of the pressed keys.
Down (L)	Only the lowest of the keys pressed is sounded each time, and the notes play in order from the highest of the pressed keys.
Down (L&H)	Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the highest of the pressed keys.
Down ( )	The notes play in order from the highest of the pressed keys. No note is played every time.
U/D (L)	Notes will be sounded from the lowest to the highest key you press and then back down to the lowest key, with only the lowest key sounded each time.
U/D (L&H)	Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the lowest of the pressed keys and then back again in the reverse order.
U/D ( )	The notes play in order from the lowest of the pressed keys, and then back again in the reverse order.
Rand (L)	Notes will be sounded randomly for the keys you press, with only the lowest key sounded each time.
Rand ( )	Only the lowest of the keys pressed is sounded each time, the notes you press will be sounded randomly.
Phrase	Pressing just one key will play a phrase based on the pitch of that key. If you press more than one key, the key you press last will be used.

### <Example>

Action of a Style starting from the lowest note, **"1-2-3-2"** when the keys **"C-D-E-F-G"** are played

- **"UP (L)" setting:**  
C, D, E, D → C, E, F, E → C, F, G, F (→ repeat)
- **"UP ( )" setting:**  
C, D, E, D → D, E, F, E → E, F, G, F (→ repeat)
- **"U/D (L&H)" setting:**  
C D, G, D → C, E, G, E → C, F, G, F → C, E, G, E (→ repeat)

# Program List

**D1** : (Digital Synth Part 1)  
**D2** : (Digital Synth Part 2)  
**DR** : (Drum Part)  
**AN** : (Analog Synth Part)

## Preset Program

### A01 Unleash Xi

**Genre :** Dubstep  
**D1 :** Ah Super Saw  
**D2 :** Scream at me  
**DR :** TR-909 Kit 4  
**AN :** We'reGoingDn

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 140

**MSB :** 85  
**LSB :** 64  
**PC :** 1

### A06 EDM KIDS

**Genre :** EDM  
**D1 :** HPF Poly 2  
**D2 :** Tuned Winds2  
**DR :** TR-808 Kit 6  
**AN :** Buzz Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 128

**MSB :** 85  
**LSB :** 64  
**PC :** 6

### A11 CARONDO

**Genre :** Trap  
**D1 :** Tekno Lead 5  
**D2 :** WaveShapeLd2  
**DR :** TR-808 Kit 8  
**AN :** Springer

**Measure Length :** 1  
**Scale :** 1/32  
**Tempo :** 70

**MSB :** 85  
**LSB :** 64  
**PC :** 11

### A16 IN DA HOUSE

**Genre :** House  
**D1 :** SqrFilterBs2  
**D2 :** Buzz Lead 4  
**DR :** TR-606 Kit 2  
**AN :** Torque Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 128

**MSB :** 85  
**LSB :** 64  
**PC :** 16

### A02 Dist Seq

**Genre :** Techno  
**D1 :** Dist Flt TB2  
**D2 :** LFO ResoPad2  
**DR :** Techno Kit 3  
**AN :** SawSweep Bs1

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 135

**MSB :** 85  
**LSB :** 64  
**PC :** 2

### A07 COME ON BABY

**Genre :** Trap  
**D1 :** Buzz Lead 3  
**D2 :** Monster Bs 5  
**DR :** R&B Kit 2  
**AN :** Juxtrans

**Measure Length :** 1  
**Scale :** 1/32  
**Tempo :** 74

**MSB :** 85  
**LSB :** 64  
**PC :** 7

### A12 Electro 1

**Genre :** Electro  
**D1 :** Seq Bass 3  
**D2 :** Glideator 2  
**DR :** TR-808 Kit 9  
**AN :** Squeak Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 124

**MSB :** 85  
**LSB :** 64  
**PC :** 12

### A17 Moombahton 1

**Genre :** Moombahton  
**D1 :** JD RingMod 2  
**D2 :** Wobble Bs 6  
**DR :** TR-909 Kit 8  
**AN :** Laser Lead 2

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 110

**MSB :** 85  
**LSB :** 64  
**PC :** 17

### A03 SPACED

**Genre :** Trap  
**D1 :** SqrTrapPlk 2  
**D2 :** Unison SynLd  
**DR :** TR-808 Kit 5  
**AN :** Twister 2

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 71

**MSB :** 85  
**LSB :** 64  
**PC :** 3

### A08 Hardstyle 1

**Genre :** Hardstyle  
**D1 :** OldSchool Ld  
**D2 :** Noise Groove  
**DR :** TR-909 Kit 6  
**AN :** ClassicHrdBs

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 150

**MSB :** 85  
**LSB :** 64  
**PC :** 8

### A13 NEUWERK

**Genre :** Techno  
**D1 :** Sweet 5th 2  
**D2 :** SqrTrapPlk 3  
**DR :** HipHop Kit 4  
**AN :** Sqr Bass 2

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 13

### A18 Seq Phrase 1

**Genre :** Techno  
**D1 :** FltSweep Pd2  
**D2 :** Syn Brass 3  
**DR :** 707&727 Kit3  
**AN :** Pulse SEQ 1

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 128

**MSB :** 85  
**LSB :** 64  
**PC :** 18

### A04 GETTIN'CLOSE

**Genre :** Deep House  
**D1 :** Pluck+SynStr  
**D2 :** FilterPanPad  
**DR :** 808&7\*7 Kit2  
**AN :** Backwards 2

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 124

**MSB :** 85  
**LSB :** 64  
**PC :** 4

### A09 DUBBER

**Genre :** Dubstep  
**D1 :** Wobble Bs 5  
**D2 :** Noise Snare  
**DR :** TR-808 Kit 7  
**AN :** Bacon Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 84

**MSB :** 85  
**LSB :** 64  
**PC :** 9

### A14 CLIX

**Genre :** Trap  
**D1 :** Tekno Lead 6  
**D2 :** Monster Bs 6  
**DR :** TR-909 Kit 7  
**AN :** Flutterwerk

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 80

**MSB :** 85  
**LSB :** 64  
**PC :** 14

### A19 House 1

**Genre :** House  
**D1 :** Sync PadStrings/Pad  
**D2 :** Sqr Bass 1  
**DR :** EDM Kit 3  
**AN :** Pulse Lead 1

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 126

**MSB :** 85  
**LSB :** 64  
**PC :** 19

### A05 Trance 1

**Genre :** Trance  
**D1 :** Pluck Synth2  
**D2 :** Super Saw 3  
**DR :** TR-909 Kit 5  
**AN :** Saw Bass 2

**Measure Length :** 2  
**Scale :** 1/16  
**Tempo :** 135

**MSB :** 85  
**LSB :** 64  
**PC :** 5

### A10 Hip-Hop 1

**Genre :** Hip-Hop  
**D1 :** DnB Bass 2  
**D2 :** Harp 2 Keyboard  
**DR :** HipHop Kit 3  
**AN :** Sqr Lead

**Measure Length :** 2  
**Scale :** 1/16  
**Tempo :** 100

**MSB :** 85  
**LSB :** 64  
**PC :** 10

### A15 PUFFS

**Genre :** Trap  
**D1 :** SqrTrapPlk 4  
**D2 :** OSC-SyncLd 2  
**DR :** CR-78 Kit 2  
**AN :** Spitshine

**Measure Length :** 1  
**Scale :** 1/32  
**Tempo :** 105

**MSB :** 85  
**LSB :** 64  
**PC :** 15

### A20 DRAGON FIRE

**Genre :** House  
**D1 :** Sonar Pluck2  
**D2 :** SEQ Saw 2  
**DR :** 909&7\*7 Kit2  
**AN :** Snake Glide2

**Measure Length :** 2  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 20

<b>A21</b>	<b>E-D-M</b>	<b>A26</b>	<b>EDM 4</b>	<b>A31</b>	<b>EDM 9</b>	<b>A36</b>	<b>Dubstep 1</b>
<b>Genre :</b>	EDM	<b>Genre :</b>	EDM	<b>Genre :</b>	EDM	<b>Genre :</b>	Dubstep
<b>D1 :</b>	Seq Bass 4	<b>D1 :</b>	SuperSaw/SC	<b>D1 :</b>	Super Saw 6	<b>D1 :</b>	CuttingLead2
<b>D2 :</b>	JUNO Sqr Bs2	<b>D2 :</b>	BuzzLd/Legat	<b>D2 :</b>	Trance Key 4	<b>D2 :</b>	Wobble Bs 8
<b>DR :</b>	TR-808 Kit10	<b>DR :</b>	EDM Kit 7	<b>DR :</b>	TR-909 Kit10	<b>DR :</b>	Techno Kit 5
<b>AN :</b>	Stream Synth	<b>AN :</b>	SideChainBs1	<b>AN :</b>	Sqr+Sub Bazz	<b>AN :</b>	Dubber Bass
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	128	<b>Tempo :</b>	130	<b>Tempo :</b>	130	<b>Tempo :</b>	140
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	21	<b>PC :</b>	26	<b>PC :</b>	31	<b>PC :</b>	36
<b>A22</b>	<b>EDM 1</b>	<b>A27</b>	<b>EDM 5</b>	<b>A32</b>	<b>Big Room 1</b>	<b>A37</b>	<b>Dubstep 2</b>
<b>Genre :</b>	EDM	<b>Genre :</b>	EDM	<b>Genre :</b>	Big Room	<b>Genre :</b>	Dubstep
<b>D1 :</b>	SideChainBs3	<b>D1 :</b>	Shape Bs/SC	<b>D1 :</b>	Hatter drop\$	<b>D1 :</b>	Grim Grime
<b>D2 :</b>	Growl Bass 2	<b>D2 :</b>	Buzz Ld/SC	<b>D2 :</b>	RiSER 2 Bass	<b>D2 :</b>	Dirt Lead
<b>DR :</b>	EDM Kit 4	<b>DR :</b>	EDM Kit 8	<b>DR :</b>	TR-909 Kit11	<b>DR :</b>	EDM Kit 13
<b>AN :</b>	Sqr SEQ 2	<b>AN :</b>	Siren FX 1	<b>AN :</b>	Kick Sub	<b>AN :</b>	Bugs
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/8 Triple	<b>Scale :</b>	1/16
<b>Tempo :</b>	130	<b>Tempo :</b>	130	<b>Tempo :</b>	128	<b>Tempo :</b>	140
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	22	<b>PC :</b>	27	<b>PC :</b>	32	<b>PC :</b>	37
<b>A23</b>	<b>EDM 2</b>	<b>A28</b>	<b>EDM 6</b>	<b>A33</b>	<b>Big Room 2</b>	<b>A38</b>	<b>SCORPION BIT</b>
<b>Genre :</b>	EDM	<b>Genre :</b>	EDM	<b>Genre :</b>	Big Room	<b>Genre :</b>	Dubstep
<b>D1 :</b>	5th Stac Bs2	<b>D1 :</b>	Super Saw 4	<b>D1 :</b>	RelaxngBeeps	<b>D1 :</b>	Sonar Pluck4
<b>D2 :</b>	EDM Synth 2	<b>D2 :</b>	Fall/Sta&Hol	<b>D2 :</b>	Snare Noise	<b>D2 :</b>	Sine Lead 2
<b>DR :</b>	EDM Kit 5	<b>DR :</b>	EDM Kit 9	<b>DR :</b>	TR-909 Kit12	<b>DR :</b>	EDM Kit 14
<b>AN :</b>	Buzz Saw Ld2	<b>AN :</b>	Siren FX 2	<b>AN :</b>	BigRoom Bass	<b>AN :</b>	Insect 1000
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	2
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	130	<b>Tempo :</b>	130	<b>Tempo :</b>	130	<b>Tempo :</b>	130
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	23	<b>PC :</b>	28	<b>PC :</b>	33	<b>PC :</b>	38
<b>A24</b>	<b>EDM 3</b>	<b>A29</b>	<b>EDM 7</b>	<b>A34</b>	<b>DUBSTOP</b>	<b>A39</b>	<b>PRAWN STAR</b>
<b>Genre :</b>	EDM	<b>Genre :</b>	EDM	<b>Genre :</b>	Dubstep	<b>Genre :</b>	Dubstep
<b>D1 :</b>	HPF SweepPd2	<b>D1 :</b>	Mod Sqr FX/Other	<b>D1 :</b>	DistBacking1	<b>D1 :</b>	106 Bass 4
<b>D2 :</b>	Pluck Synth3	<b>D2 :</b>	Super Saw 5	<b>D2 :</b>	FngFallRiff	<b>D2 :</b>	Sine Lead 3
<b>DR :</b>	Techno Kit 4	<b>DR :</b>	EDM Kit 10	<b>DR :</b>	EDM Kit 11	<b>DR :</b>	EDM Kit 15
<b>AN :</b>	Saw Bass 3	<b>AN :</b>	Buzz/Stacc	<b>AN :</b>	DarkSaw SEQ	<b>AN :</b>	Phat n Wide
<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2
<b>Scale :</b>	1/16	<b>Scale :</b>	1/8 Triple	<b>Scale :</b>	1/32	<b>Scale :</b>	1/16
<b>Tempo :</b>	130	<b>Tempo :</b>	130	<b>Tempo :</b>	130	<b>Tempo :</b>	130
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	24	<b>PC :</b>	29	<b>PC :</b>	34	<b>PC :</b>	39
<b>A25</b>	<b>UPMAN</b>	<b>A30</b>	<b>EDM 8</b>	<b>A35</b>	<b>THE ANKH</b>	<b>A40</b>	<b>BENGAL BUS</b>
<b>Genre :</b>	EDM	<b>Genre :</b>	EDM	<b>Genre :</b>	Dubstep	<b>Genre :</b>	Dubstep
<b>D1 :</b>	Trance Key 3	<b>D1 :</b>	Sonar Pluck3	<b>D1 :</b>	Square Ld 3	<b>D1 :</b>	Wobble Bs 9
<b>D2 :</b>	SEQ Tri 2 FX/Other	<b>D2 :</b>	EDM Synth 3	<b>D2 :</b>	Wobble Bs 7	<b>D2 :</b>	SideChainBs4
<b>DR :</b>	EDM Kit 6	<b>DR :</b>	TR-909 Kit 9	<b>DR :</b>	EDM Kit 12	<b>DR :</b>	TR-808 Kit11
<b>AN :</b>	Saw+Sub Bs 2	<b>AN :</b>	Saw Buzz 2	<b>AN :</b>	Sick Bass	<b>AN :</b>	Bass Mover
<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	132	<b>Tempo :</b>	130	<b>Tempo :</b>	140	<b>Tempo :</b>	130
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	25	<b>PC :</b>	30	<b>PC :</b>	35	<b>PC :</b>	40

# Program List

<b>A41</b> Dubstep 3 <b>Genre:</b> Dubstep <b>D1:</b> Wah-Wah <b>D2:</b> Harder Pluck <b>DR:</b> TR-909 Kit13 <b>AN:</b> Fast Wobbles  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 41	<b>A46</b> Dubstep 8 <b>Genre:</b> Dubstep <b>D1:</b> Yay Lead Lead <b>D2:</b> Wobble Bs 10 <b>DR:</b> TR-909 Kit18 <b>AN:</b> Saw & Per 2  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 46	<b>A51</b> Moombahton 2 <b>Genre:</b> Moombahton <b>D1:</b> yo son Bass <b>D2:</b> Knight Noise <b>DR:</b> TR-808 Kit12 <b>AN:</b> Pulse Lead 2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 112  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 51	<b>A56</b> Progressive2 <b>Genre:</b> Progressive House <b>D1:</b> PianoTone <b>D2:</b> Revalation 2 <b>DR:</b> TR-909 Kit23 <b>AN:</b> House Saw Bs  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 128  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 56
<b>A42</b> Dubstep 4 <b>Genre:</b> Dubstep <b>D1:</b> Whoop Echo <b>D2:</b> Whoa Lead <b>DR:</b> TR-909 Kit14 <b>AN:</b> 808 Bass 2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 42	<b>A47</b> Dubstep 9 <b>Genre:</b> Dubstep <b>D1:</b> Drty/Vel&Lg1 <b>D2:</b> Super Saw 7 <b>DR:</b> TR-909 Kit19 <b>AN:</b> Saw Buzz 3  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 47	<b>A52</b> ElectroH 1 <b>Genre:</b> Electro House <b>D1:</b> Monster Bs 7 <b>D2:</b> Reso Bass 6 <b>DR:</b> EDM Kit 16 <b>AN:</b> Noisy Bass  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 120  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 52	<b>A57</b> Progressive3 <b>Genre:</b> Progressive House <b>D1:</b> PlckSyn/Vel1 <b>D2:</b> SideChainPd5 <b>DR:</b> TR-909 Kit24 <b>AN:</b> Sqr Bass 3  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 128  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 57
<b>A43</b> Dubstep 5 <b>Genre:</b> Dubstep <b>D1:</b> Bass Saw <b>D2:</b> Arp LeadLead <b>DR:</b> TR-909 Kit15 <b>AN:</b> HitThe Floor  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 43	<b>A48</b> Dubstep 10 <b>Genre:</b> Dubstep <b>D1:</b> Dirty/Mod <b>D2:</b> Sqr Buzz Ld2 <b>DR:</b> TR-909 Kit20 <b>AN:</b> Saw&SubBazz  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 165  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 48	<b>A53</b> ElectroH 2 <b>Genre:</b> Electro House <b>D1:</b> ShapeLd /Leg <b>D2:</b> Super Saw 9 <b>DR:</b> EDM Kit 17 <b>AN:</b> Eletro Bass  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 128  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 53	<b>A58</b> ACHORDANCE <b>Genre:</b> Deep House <b>D1:</b> ConChord <b>D2:</b> Syn Bass 2 <b>DR:</b> TR-909 Kit25 <b>AN:</b> Soft Bass 2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 124  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 58
<b>A44</b> Dubstep 6 <b>Genre:</b> Dubstep <b>D1:</b> Tringle Arp <b>D2:</b> Sine Bells <b>DR:</b> TR-909 Kit16 <b>AN:</b> Higher Wob  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 44	<b>A49</b> DRUMSTEP1 <b>Genre:</b> Drumstep <b>D1:</b> DirtyFat/Mod <b>D2:</b> SawTrap Ld 2 <b>DR:</b> TR-909 Kit21 <b>AN:</b> Tri Bass 2  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 175  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 49	<b>A54</b> ElectroH 3 <b>Genre:</b> Electro House <b>D1:</b> Soft Brass 2 <b>D2:</b> Ramdom Vox <b>DR:</b> EDM Kit 18 <b>AN:</b> House Bass 2  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 128  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 54	<b>A59</b> STRAIGHT <b>Genre:</b> Deep House <b>D1:</b> StraightChrd <b>D2:</b> House Org 3 <b>DR:</b> 808&7*7 Kit3 <b>AN:</b> ClickerBass2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 123  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 59
<b>A45</b> Dubstep 7 <b>Genre:</b> Dubstep <b>D1:</b> Hip-Hop Lead <b>D2:</b> Delay Away <b>DR:</b> TR-909 Kit17 <b>AN:</b> Crasy Sub  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 150  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 45	<b>A50</b> DRUMSTEP2 <b>Genre:</b> Drumstep <b>D1:</b> Drty/Vel&Lg2 <b>D2:</b> Super Saw 8 <b>DR:</b> TR-909 Kit22 <b>AN:</b> Tri Bass 3  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 175  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 50	<b>A55</b> Progressive1 <b>Genre:</b> Progressive House <b>D1:</b> SideChainPd3 <b>D2:</b> Prog Clouds <b>DR:</b> EDM Kit 19 <b>AN:</b> Fat Sub 1  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 128  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 55	<b>A60</b> Deep House 1 <b>Genre:</b> Deep House <b>D1:</b> Analog Str 2 <b>D2:</b> Analog Poly5 <b>DR:</b> 808&909 Kit3 <b>AN:</b> Warm Bass  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 123  <b>MSB:</b> 85 <b>LSB:</b> 64 <b>PC:</b> 60



**A61** Deep House 2

**Genre :** Deep House  
**D1 :** UpBeat Pluck Seq  
**D2 :** Wood Plucks Seq  
**DR :** TR-909 Kit26  
**AN :** Move That Bs

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 128

**MSB :** 85  
**LSB :** 64  
**PC :** 61

**B01** House 2

**Genre :** house  
**D1 :** MeanSuperSaw Seq  
**D2 :** RisngScremer Seq  
**DR :** TR-909 Kit30  
**AN :** Pulled Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 128

**MSB :** 85  
**LSB :** 64  
**PC :** 65

**B06** TUBULA SWELL

**Genre :** House  
**D1 :** Dist TB Sqr3 Lead  
**D2 :** LFO Pad 2 Strings/Pad  
**DR :** TR-808 Kit15  
**AN :** Berry Frog

**Measure Length :** 2  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 70

**B11** House 4

**Genre :** House  
**D1 :** Whoop Scream Seq  
**D2 :** Detund S-Saw Lead  
**DR :** TR-909 Kit34  
**AN :** Hit hem Hard

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 75

**A62** Deep House 3

**Genre :** Deep House  
**D1 :** TriangleFeel Seq  
**D2 :** LFO SuperSaw Seq  
**DR :** TR-909 Kit27  
**AN :** The Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 128

**MSB :** 85  
**LSB :** 64  
**PC :** 62

**B02** CHICAGO

**Genre :** House  
**D1 :** MinStack Ld2 Lead  
**D2 :** Organ Bass 2 Bass  
**DR :** TR-808 Kit13  
**AN :** Cold Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 124

**MSB :** 85  
**LSB :** 64  
**PC :** 66

**B07** SUNSET STRIP

**Genre :** House  
**D1 :** Awakening 2 Strings/Pad  
**D2 :** Organ Bass 3 Bass  
**DR :** Hiphop Kit 5  
**AN :** Underneath

**Measure Length :** 2  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 71

**B12** House 5

**Genre :** House  
**D1 :** SquaredJumpy Seq  
**D2 :** More Pads Strings/Pad  
**DR :** TR-909 Kit35  
**AN :** Fat Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 76

**A63** Deep House 4

**Genre :** Deep House  
**D1 :** One Deeper Bass  
**D2 :** 80 Wow Lead  
**DR :** TR-909 Kit28  
**AN :** Fat Sub 2

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 122

**MSB :** 85  
**LSB :** 64  
**PC :** 63

**B03** CLUBBIN'

**Genre :** House  
**D1 :** S-SawStacLd2 Lead  
**D2 :** Dist TB Sqr2 Lead  
**DR :** TR-808 Kit14  
**AN :** Floor Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 128

**MSB :** 85  
**LSB :** 64  
**PC :** 67

**B08** ORGAN DONOR

**Genre :** House  
**D1 :** LFO CarvePd2 Strings/Pad  
**D2 :** Organ Bass 4 Bass  
**DR :** Hiphop Kit 6  
**AN :** No. 94 House

**Measure Length :** 2  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 72

**B13** House 6

**Genre :** Indie House  
**D1 :** Dark Horn Lead  
**D2 :** Pluck It Bass  
**DR :** 808&909 Kit4  
**AN :** Feedback

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 112

**MSB :** 85  
**LSB :** 64  
**PC :** 77

**A64** Deep House 5

**Genre :** Deep House  
**D1 :** SideChainPd2 Strings/Pad  
**D2 :** Porta S-Saw Lead  
**DR :** TR-909 Kit29  
**AN :** Dark Tri Bs

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 64

**B04** TRAUMA

**Genre :** House  
**D1 :** Chow Bass 3 Bass  
**D2 :** Paperclip 2 Seq  
**DR :** TR-909 Kit31  
**AN :** Pumper Bass2

**Measure Length :** 2  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 68

**B09** CHEWY BACCA

**Genre :** House  
**D1 :** Maker's 303 Lead  
**D2 :** Saw Lead 2 Lead  
**DR :** 808&7\*7 Kit4  
**AN :** Blip

**Measure Length :** 2  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 73

**B14** PACIFIC+8090

**Genre :** House  
**D1 :** Lead Sax Brass  
**D2 :** SweepStrings Lead  
**DR :** Hiphop Kit 7  
**AN :** ResoPulseBs2

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 150

**MSB :** 85  
**LSB :** 64  
**PC :** 78

**B05** THE DONK

**Genre :** House  
**D1 :** JP8 Strings5 Strings/Pad  
**D2 :** Hover Lead 2 Lead  
**DR :** TR-909 Kit32  
**AN :** Slo worn 2

**Measure Length :** 2  
**Scale :** 1/32  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 69

**B10** House 3

**Genre :** House  
**D1 :** Noise Hit 1 FX/Other  
**D2 :** Bouncy Pluck Lead  
**DR :** TR-909 Kit33  
**AN :** Up Bass

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 130

**MSB :** 85  
**LSB :** 64  
**PC :** 74

**B15** House 7

**Genre :** House  
**D1 :** House Org 4 Keyboard  
**D2 :** Flute 1 Brass  
**DR :** House Kit 2  
**AN :** Sqr+Sub Bs 1

**Measure Length :** 1  
**Scale :** 1/16  
**Tempo :** 118

**MSB :** 85  
**LSB :** 64  
**PC :** 79

# Program List

<b>B16</b> Latin <p><b>Genre:</b> Latin  <b>D1:</b> JD Piano 2 Keyboard  <b>D2:</b> House Bass 2 Bass  <b>DR:</b> House Kit 3  <b>AN:</b> Porta Tri Ld</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 118</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 80</p>	<b>B21</b> CYCLIC BITE <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Hollow Pad 4 Strings/Pad  <b>D2:</b> 106 Bass 5 Bass  <b>DR:</b> EDM Kit 22  <b>AN:</b> Squelchy 3</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 175</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 85</p>	<b>B26</b> Drum&Bass 3 <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Vib Wurly 2 Keyboard  <b>D2:</b> HPF Poly 3 Strings/Pad  <b>DR:</b> Drum&amp;Bs Kit4  <b>AN:</b> Tri Bass 4</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 170</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 90</p>	<b>B31</b> WA*SA*BI <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> S-Saw Vib Pd Seq  <b>D2:</b> S-Saw Pad 2 Seq  <b>DR:</b> EDM Kit 23  <b>AN:</b> Saw+Sub Bs 3</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 185</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 95</p>
<b>B17</b> BRISTOL BABY <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Sine Lead 4 Lead  <b>D2:</b> Noise SEQ 2 FX/Other  <b>DR:</b> Drum&amp;Bs Kit2  <b>AN:</b> Zippers 4</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 175</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 81</p>	<b>B22</b> THE SPEAKER <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Sine Lead 5 Lead  <b>D2:</b> Bright Pad 2 Strings/Pad  <b>DR:</b> Drum&amp;Bs Kit3  <b>AN:</b> Unsteady Bs</p> <p><b>Measure Length:</b> 4  <b>Scale:</b> 1/16  <b>Tempo:</b> 175</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 86</p>	<b>B27</b> DRUMATIC <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Sweep JD 2 Strings/Pad  <b>D2:</b> Digital Tp Seq  <b>DR:</b> Drum&amp;Bs Kit5  <b>AN:</b> Deep Bass</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 160</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 91</p>	<b>B32</b> Circadian <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Fall Down Pd FX/Other  <b>D2:</b> Low Bass 3 Bass  <b>DR:</b> Hiphop Kit10  <b>AN:</b> Saw+Sub SEQ</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/32  <b>Tempo:</b> 180</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 96</p>
<b>B18</b> Drum&Bass 1 <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> SmallSync Ld Seq  <b>D2:</b> PchSweep Sin Lead  <b>DR:</b> TR-909 Kit36  <b>AN:</b> OffBeat Wob2</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 140</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 82</p>	<b>B23</b> TURN IT UP <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Detune Bs 2 Bass  <b>D2:</b> Growl Bass 3 Bass  <b>DR:</b> Hiphop Kit 8  <b>AN:</b> Bo Wop</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 175</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 87</p>	<b>B28</b> WAR MASTER <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Square Bs 3 Bass  <b>D2:</b> Vibraphone 2 Keyboard  <b>DR:</b> Drum&amp;Bs Kit6  <b>AN:</b> Tri Bass 5</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 175</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 92</p>	<b>B33</b> Drum&Bass 4 <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> DnB Bass 3 Bass  <b>D2:</b> Trance Key 5 Seq  <b>DR:</b> Drum&amp;Bs Kit9  <b>AN:</b> ResoSaw SEQ1</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 160</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 97</p>
<b>B19</b> NOSTALGIA <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Hollow Pad 2 Strings/Pad  <b>D2:</b> Sqr Bass 2 Bass  <b>DR:</b> EDM Kit 20  <b>AN:</b> Tear Drop 2</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 175</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 83</p>	<b>B24</b> ROLLIN! <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Growl Bass 4 Bass  <b>D2:</b> Growl Bass 5 Keyboard  <b>DR:</b> Hiphop Kit 9  <b>AN:</b> DnB Wobbler2</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 175</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 88</p>	<b>B29</b> SHACKLES <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Sweet5th SEQ Lead  <b>D2:</b> HouseResoHit FX/Other  <b>DR:</b> Drum&amp;Bs Kit7  <b>AN:</b> Tri Fall Bs2</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 180</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 93</p>	<b>B34</b> DARK TB <p><b>Genre:</b> Techno  <b>D1:</b> Buzz Lead 5 Lead  <b>D2:</b> Dist TB Sqr4 Lead  <b>DR:</b> TR-808 Kit16  <b>AN:</b> Pure Comp</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 128</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 98</p>
<b>B20</b> RUBBER BAND <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Hollow Pad 3 Strings/Pad  <b>D2:</b> MKS-50 Bass2 Bass  <b>DR:</b> EDM Kit 21  <b>AN:</b> Squelchy 2</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 175</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 84</p>	<b>B25</b> Drum&Bass 2 <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Alarma Lead  <b>D2:</b> Ready4u Bass  <b>DR:</b> TR-909 Kit37  <b>AN:</b> Water</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 180</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 89</p>	<b>B30</b> Drumso <p><b>Genre:</b> Drum &amp; Bass  <b>D1:</b> Saw Sweep Pd Strings/Pad  <b>D2:</b> Dist Sine Bs Bass  <b>DR:</b> Drum&amp;Bs Kit8  <b>AN:</b> Tri Lead 2</p> <p><b>Measure Length:</b> 4  <b>Scale:</b> 1/32  <b>Tempo:</b> 192</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 94</p>	<b>B35</b> TECHNO LOVE <p><b>Genre:</b> Techno  <b>D1:</b> 106 Bass 6 Bass  <b>D2:</b> House Bass 3 Bass  <b>DR:</b> TR-808 Kit17  <b>AN:</b> Hamster</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 128</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 99</p>

<b>B36</b>	<b>HARTFLUR</b>	<b>B41</b>	<b>HUUP AMP</b>	<b>B46</b>	<b>Techno 2</b>	<b>B51</b>	<b>AcidHrdstyle</b>
<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Acid Hardstyle
<b>D1 :</b>	Dist TB Sqr5 Lead	<b>D1 :</b>	LFO Saw SEQ Seq	<b>D1 :</b>	TB Sqr Seq 2 Seq	<b>D1 :</b>	RingMod Lead Lead
<b>D2 :</b>	Analog Str 3 Strings/Pad	<b>D2 :</b>	Saw+Nz SEQ Seq	<b>D2 :</b>	S-Saw Pad 3 Seq	<b>D2 :</b>	Sweeporama FX/Other
<b>DR :</b>	TR-808 Kit18	<b>DR :</b>	808&909 Kit7	<b>DR :</b>	Techno Kit 8	<b>DR :</b>	TR-909 Kit40
<b>AN :</b>	Fundamental	<b>AN :</b>	Saw+Sub Bs 4	<b>AN :</b>	Saw Bass 4	<b>AN :</b>	Tri+SubOSCBS
<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	127	<b>Tempo :</b>	132	<b>Tempo :</b>	132	<b>Tempo :</b>	150
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	100	<b>PC :</b>	105	<b>PC :</b>	110	<b>PC :</b>	115
<b>B37</b>	<b>CLUBTOOL</b>	<b>B42</b>	<b>Techno 1</b>	<b>B47</b>	<b>Seq Phrase 2</b>	<b>B52</b>	<b>TechHouse1</b>
<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Tech House
<b>D1 :</b>	Chubby Lead2 Lead	<b>D1 :</b>	SinStackRiff Lead	<b>D1 :</b>	TB Saw Seq 2 Seq	<b>D1 :</b>	House Org 5 Keyboard
<b>D2 :</b>	Tri Stac Ld2 Lead	<b>D2 :</b>	Saw+Sqr SEQ2 Seq	<b>D2 :</b>	Rebo S&H Pd2 Strings/Pad	<b>D2 :</b>	Sweet 5th 4 Lead
<b>DR :</b>	808&909 Kit5	<b>DR :</b>	Techno Kit 7	<b>DR :</b>	TR-808 Kit20	<b>DR :</b>	EDM Kit 24
<b>AN :</b>	Chirp Bass	<b>AN :</b>	AcidSaw SEQ2	<b>AN :</b>	Pulse+SubBs	<b>AN :</b>	Tri Bass 8
<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	123	<b>Tempo :</b>	152	<b>Tempo :</b>	130	<b>Tempo :</b>	126
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	101	<b>PC :</b>	106	<b>PC :</b>	111	<b>PC :</b>	116
<b>B38</b>	<b>CULTURE</b>	<b>B43</b>	<b>STARS</b>	<b>B48</b>	<b>Seq Phrase 3</b>	<b>B53</b>	<b>TechHouse2</b>
<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Tech House
<b>D1 :</b>	MinStack Ld3 Lead	<b>D1 :</b>	EP SEQ Keyboard	<b>D1 :</b>	Seq Bass 5 Bass	<b>D1 :</b>	MinStack Ld4 Lead
<b>D2 :</b>	JD RingMod 3 Lead	<b>D2 :</b>	Trip 2 Mars2 Strings/Pad	<b>D2 :</b>	S-SawStacLd3 Lead	<b>D2 :</b>	Mute Guitar Keyboard
<b>DR :</b>	808&7*7 Kit5	<b>DR :</b>	808&7*7 Kit6	<b>DR :</b>	Techno Kit 9	<b>DR :</b>	EDM Kit 25
<b>AN :</b>	Average Bass	<b>AN :</b>	Tri Bass 6	<b>AN :</b>	Saw SEQ	<b>AN :</b>	Tri Bass 9
<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/32	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	125	<b>Tempo :</b>	128	<b>Tempo :</b>	130	<b>Tempo :</b>	126
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	102	<b>PC :</b>	107	<b>PC :</b>	112	<b>PC :</b>	117
<b>B39</b>	<b>IMITATION(\$)</b>	<b>B44</b>	<b>Parabola</b>	<b>B49</b>	<b>Seq Phrase 4</b>	<b>B54</b>	<b>TechHouse3</b>
<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Tech House
<b>D1 :</b>	Saw Backing Strings/Pad	<b>D1 :</b>	Sine SEQSeq	<b>D1 :</b>	LFO Pad 3 Strings/Pad	<b>D1 :</b>	RETROX 139 2 Strings/Pad
<b>D2 :</b>	Tri + Nz SEQ Seq	<b>D2 :</b>	Soft Nz Pad Strings/Pad	<b>D2 :</b>	Sweet 5th 3 Lead	<b>D2 :</b>	E.Grand 2 Keyboard
<b>DR :</b>	Techno Kit 6	<b>DR :</b>	TR-808 Kit19	<b>DR :</b>	808&909 Kit8	<b>DR :</b>	EDM Kit 26
<b>AN :</b>	PortaSawRiff	<b>AN :</b>	Tri Bass 7	<b>AN :</b>	Sqr SEQ 3	<b>AN :</b>	Tri Bass 10
<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	108	<b>Tempo :</b>	125	<b>Tempo :</b>	130	<b>Tempo :</b>	126
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	103	<b>PC :</b>	108	<b>PC :</b>	113	<b>PC :</b>	118
<b>B40</b>	<b>MOBILE SUIT</b>	<b>B45</b>	<b>HOTDOGER</b>	<b>B50</b>	<b>HardHouse</b>	<b>B55</b>	<b>Hardstyle 2</b>
<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Techno	<b>Genre :</b>	Hardstyle
<b>D1 :</b>	Saw+Sqr Wah Seq	<b>D1 :</b>	Syn Sniper 2 Strings/Pad	<b>D1 :</b>	ResoSweepPd1 Strings/Pad	<b>D1 :</b>	Sliding Lead Lead
<b>D2 :</b>	PortaSqrRiff Seq	<b>D2 :</b>	Bend Lead 2 FX/Other	<b>D2 :</b>	ResoSaw SEQ1 Seq	<b>D2 :</b>	Noise Hit 2 FX/Other
<b>DR :</b>	808&909 Kit6	<b>DR :</b>	TR-909 Kit38	<b>DR :</b>	TR-909 Kit39	<b>DR :</b>	TR-909 Kit41
<b>AN :</b>	ResoPulseBs3	<b>AN :</b>	ResoSaw SEQ2	<b>AN :</b>	Saw Bass 5	<b>AN :</b>	SideChainBs2
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	102	<b>Tempo :</b>	130	<b>Tempo :</b>	140	<b>Tempo :</b>	150
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64	<b>LSB :</b>	64
<b>PC :</b>	104	<b>PC :</b>	109	<b>PC :</b>	114	<b>PC :</b>	119

# Program List

<p><b>B56</b> Hardstyle 3</p> <p><b>Genre:</b> Hardstyle  <b>D1:</b> Synth Crazy Seq  <b>D2:</b> FallingS-Saw Seq  <b>DR:</b> TR-909 Kit42  <b>AN:</b> HarderKickBs</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 150</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 120</p>	<p><b>B61</b> Hardcore 2</p> <p><b>Genre:</b> Hardcore Techno  <b>D1:</b> Dist Saw SEQ Seq  <b>D2:</b> SqrUnisonRif Seq  <b>DR:</b> Hardcore Kit  <b>AN:</b> Dist LFO Bs2</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 190</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 125</p>	<p><b>C01</b> SHIFTER</p> <p><b>Genre:</b> Trance  <b>D1:</b> 106 Bass 7 Bass  <b>D2:</b> LFO Pad 4 Strings/Pad  <b>DR:</b> HipHop Kit11  <b>AN:</b> Trance Bass1</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 140</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 1</p>	<p><b>C06</b> Trance 3</p> <p><b>Genre:</b> Trance  <b>D1:</b> Dots Seq  <b>D2:</b> More Bass Bass  <b>DR:</b> TR-909 Kit47  <b>AN:</b> LFO Line</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 150</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 6</p>
<p><b>B57</b> Hardstyle 4</p> <p><b>Genre:</b> Hardstyle  <b>D1:</b> SideChainPd4 Strings/Pad  <b>D2:</b> Lets go fast Lead  <b>DR:</b> TR-909 Kit43  <b>AN:</b> Open Bass</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 160</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 121</p>	<p><b>B62</b> Gabbas</p> <p><b>Genre:</b> Gabba  <b>D1:</b> Sqr+Sine Ld Lead  <b>D2:</b> Pan S-Saw Ld Lead  <b>DR:</b> Gabba Kit  <b>AN:</b> Dist TB Bs 2</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 202</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 126</p>	<p><b>C02</b> TEMPER</p> <p><b>Genre:</b> Trance  <b>D1:</b> Filter Bass2 Bass  <b>D2:</b> SEQ Saw 3 FX/Other  <b>DR:</b> 808&amp;909Kit10  <b>AN:</b> Arpy Synth</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 140</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 2</p>	<p><b>C07</b> Trance 4</p> <p><b>Genre:</b> Trance  <b>D1:</b> SuperSaw Hit Seq  <b>D2:</b> SlidngPtchLd Lead  <b>DR:</b> TR-909 Kit48  <b>AN:</b> More Bass</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 130</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 7</p>
<p><b>B58</b> Hardstyle 5</p> <p><b>Genre:</b> Hardstyle  <b>D1:</b> Ahhh Bass  <b>D2:</b> Detuner Man Lead  <b>DR:</b> TR-909 Kit44  <b>AN:</b> Big Kick</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 150</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 122</p>	<p><b>B63</b> 90'S TRANCE</p> <p><b>Genre:</b> Trance  <b>D1:</b> Seq Bass 6 Bass  <b>D2:</b> House Bass 4 Bass  <b>DR:</b> Techno Kit10  <b>AN:</b> Tranalog</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 140</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 127</p>	<p><b>C03</b> EXILE</p> <p><b>Genre:</b> Trance  <b>D1:</b> 5th Stac Bs3 Bass  <b>D2:</b> JUNO Sqr Bs3 Bass  <b>DR:</b> 808&amp;909Kit11  <b>AN:</b> Exile Synth</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 130</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 3</p>	<p><b>C08</b> NEURAL</p> <p><b>Genre:</b> Trance  <b>D1:</b> Acid SEQ Bass  <b>D2:</b> SawDetuneSEQ Brass  <b>DR:</b> TR-909 Kit49  <b>AN:</b> DarkSawBass1</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 136</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 8</p>
<p><b>B59</b> Hardstyle 6</p> <p><b>Genre:</b> HardStyle  <b>D1:</b> UnisonBuzzLd Lead  <b>D2:</b> SawBuzz Ld 2 Lead  <b>DR:</b> TR-909 Kit45  <b>AN:</b> SawSweep Bs2</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 150</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 123</p>	<p><b>B64</b> DEEP INSIDE</p> <p><b>Genre:</b> Trance  <b>D1:</b> Buzz Lead 6 Lead  <b>D2:</b> Soft ResoPd2 Strings/Pad  <b>DR:</b> 808&amp;909 Kit9  <b>AN:</b> Oompf Bass</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 140</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 128</p>	<p><b>C04</b> TOXIC</p> <p><b>Genre:</b> Trance  <b>D1:</b> Buzz Lead 7 Lead  <b>D2:</b> Seq Bass 7 Bass  <b>DR:</b> 808&amp;909Kit12  <b>AN:</b> Toxic Bass 2</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 130</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 4</p>	<p><b>C09</b> Trance 5</p> <p><b>Genre:</b> Trance  <b>D1:</b> Pluck /Vel Seq  <b>D2:</b> SideChainPd6 Seq  <b>DR:</b> TR-909 Kit50  <b>AN:</b> Sqr Bass 4</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 130</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 9</p>
<p><b>B60</b> Hardcore 1</p> <p><b>Genre:</b> Hardcore Techno  <b>D1:</b> Sonar Noise FX/Other  <b>D2:</b> Hover Lead 3 Lead  <b>DR:</b> TR-909 Kit46  <b>AN:</b> Pulse SEQ 2</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 170</p> <p><b>MSB:</b> 85  <b>LSB:</b> 64  <b>PC:</b> 124</p>	<p><b>C05</b> Trance 2</p> <p><b>Genre:</b> Trance  <b>D1:</b> Beauty Bass  <b>D2:</b> Trance Pad Lead  <b>DR:</b> Techno Kit11  <b>AN:</b> Sync Bass</p> <p><b>Measure Length:</b> 1  <b>Scale:</b> 1/16  <b>Tempo:</b> 140</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 5</p>	<p><b>C10</b> Trance 6</p> <p><b>Genre:</b> Trance  <b>D1:</b> S-Saw Pad 4 Seq  <b>D2:</b> SideChainPd7 Strings/Pad  <b>DR:</b> TR-909 Kit51  <b>AN:</b> Trance Bass2</p> <p><b>Measure Length:</b> 2  <b>Scale:</b> 1/16  <b>Tempo:</b> 134</p> <p><b>MSB:</b> 85  <b>LSB:</b> 65  <b>PC:</b> 10</p>	

<b>C11</b>	<b>Trance 7</b>	<b>C16</b>	<b>R&amp;B</b>	<b>C21</b>	<b>Hip-Hop 4</b>	<b>C26</b>	<b>BELFREEZ</b>
<b>Genre :</b>	Trance	<b>Genre :</b>	R&B	<b>Genre :</b>	Hip-Hop	<b>Genre :</b>	Trap
<b>D1 :</b>	Clv&Sync/Vel Keyboard	<b>D1 :</b>	Trem EP 2 Keyboard	<b>D1 :</b>	5th SawLead2 Lead	<b>D1 :</b>	Fantasy 2 Strings/Pad
<b>D2 :</b>	Sqr Buzz Ld3 Lead	<b>D2 :</b>	MG Bass 5 Bass	<b>D2 :</b>	Monster Bs 8 Bass	<b>D2 :</b>	Wide Bass 2 Bass
<b>DR :</b>	TR-909 Kit52	<b>DR :</b>	R&B Kit 3	<b>DR :</b>	Hiphop Kit14	<b>DR :</b>	TR-909 Kit56
<b>AN :</b>	Psy Bass 4	<b>AN :</b>	Sine Lead 2	<b>AN :</b>	Sub Bass 2	<b>AN :</b>	Resocut 2
<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/32	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	137	<b>Tempo :</b>	70	<b>Tempo :</b>	100	<b>Tempo :</b>	98
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	11	<b>PC :</b>	16	<b>PC :</b>	21	<b>PC :</b>	26
<b>C12</b>	<b>Trance 8</b>	<b>C17</b>	<b>Hip-Hop 2</b>	<b>C22</b>	<b>SLACK NOIZ</b>	<b>C27</b>	<b>BAD GIRLZ</b>
<b>Genre :</b>	Trance	<b>Genre :</b>	Hip-hop	<b>Genre :</b>	Hip-Hop	<b>Genre :</b>	Trap
<b>D1 :</b>	BPF Syn Bs 3 Bass	<b>D1 :</b>	D. Mute Gtr2 Keyboard	<b>D1 :</b>	LFO CarvePd3 Strings/Pad	<b>D1 :</b>	JD RingMod 4 Lead
<b>D2 :</b>	Super Saw 10 Seq	<b>D2 :</b>	Flutter Saw Lead	<b>D2 :</b>	JD Piano 3 Keyboard	<b>D2 :</b>	106 Bass 8 Bass
<b>DR :</b>	TR-909 Kit53	<b>DR :</b>	Hiphop Kit12	<b>DR :</b>	Hiphop Kit15	<b>DR :</b>	TR-909 Kit57
<b>AN :</b>	Sqr SEQ 4	<b>AN :</b>	Stinger Bass	<b>AN :</b>	Orient Flute	<b>AN :</b>	Creeper
<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	135	<b>Tempo :</b>	95	<b>Tempo :</b>	100	<b>Tempo :</b>	136
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	12	<b>PC :</b>	17	<b>PC :</b>	22	<b>PC :</b>	27
<b>C13</b>	<b>DIGI</b>	<b>C18</b>	<b>Hip-Hop 3</b>	<b>C23</b>	<b>Hip-Hop 5</b>	<b>C28</b>	<b>DRAGONFLY</b>
<b>Genre :</b>	Psytrance	<b>Genre :</b>	Hip-hop	<b>Genre :</b>	Hip-Hop	<b>Genre :</b>	Trap
<b>D1 :</b>	Square Ld 4 Lead	<b>D1 :</b>	BPF Syn Bs 4 Bass	<b>D1 :</b>	OldskoolStrings/Pad Strings/Pad	<b>D1 :</b>	Awakening 3 Strings/Pad
<b>D2 :</b>	Reso Bass 7 Bass	<b>D2 :</b>	Tekno Lead 7 Lead	<b>D2 :</b>	Gator Strings/Pad Strings/Pad	<b>D2 :</b>	106 Bass 9 Bass
<b>DR :</b>	Techno Kit12	<b>DR :</b>	Hiphop Kit13	<b>DR :</b>	808&7*7 Kit8	<b>DR :</b>	TR-909 Kit58
<b>AN :</b>	Psy Bass 5	<b>AN :</b>	Beep Synth	<b>AN :</b>	Robo sweep	<b>AN :</b>	Sub Pulse
<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/32	<b>Scale :</b>	1/16
<b>Tempo :</b>	140	<b>Tempo :</b>	90	<b>Tempo :</b>	75	<b>Tempo :</b>	68
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	13	<b>PC :</b>	18	<b>PC :</b>	23	<b>PC :</b>	28
<b>C14</b>	<b>Psytrance</b>	<b>C19</b>	<b>SWAG BABY</b>	<b>C24</b>	<b>Trap 1</b>	<b>C29</b>	<b>BURNED</b>
<b>Genre :</b>	Psytrance	<b>Genre :</b>	Hip-hop	<b>Genre :</b>	Trap	<b>Genre :</b>	Trap
<b>D1 :</b>	Wobble Bs 11 Bass	<b>D1 :</b>	Vintager 2 Lead	<b>D1 :</b>	RISER 3 FX/Other FX/Other	<b>D1 :</b>	HPF Poly 4 Strings/Pad
<b>D2 :</b>	Seq Bass 8 Bass	<b>D2 :</b>	SEQ Saw 4 FX/Other	<b>D2 :</b>	Super Saw 12 Lead	<b>D2 :</b>	Buzz Lead 8 Lead
<b>DR :</b>	808&7*7 Kit7	<b>DR :</b>	R&B Kit 4	<b>DR :</b>	TR-909 Kit54	<b>DR :</b>	TR-909 Kit59
<b>AN :</b>	Psy Bass 6	<b>AN :</b>	Xi Power Bs	<b>AN :</b>	LFBlow	<b>AN :</b>	Chewy
<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	140	<b>Tempo :</b>	96	<b>Tempo :</b>	78	<b>Tempo :</b>	126
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	14	<b>PC :</b>	19	<b>PC :</b>	24	<b>PC :</b>	29
<b>C15</b>	<b>VIBRATION</b>	<b>C20</b>	<b>FLY EAST</b>	<b>C25</b>	<b>Trap 2</b>	<b>C30</b>	<b>Trap 3</b>
<b>Genre :</b>	R&B	<b>Genre :</b>	Hip-Hop	<b>Genre :</b>	Trap	<b>Genre :</b>	Trap
<b>D1 :</b>	PaperclipHit Seq	<b>D1 :</b>	Synth Flute Lead	<b>D1 :</b>	Monster Bs 9 Bass	<b>D1 :</b>	EDM Synth 5 Seq
<b>D2 :</b>	FM E.Piano 3 Keyboard	<b>D2 :</b>	Super Saw 11 Seq	<b>D2 :</b>	EDM Synth 4 Seq	<b>D2 :</b>	Tri Stac Ld3 Lead
<b>DR :</b>	707&727 Kit4	<b>DR :</b>	TR-808 Kit21	<b>DR :</b>	TR-909 Kit55	<b>DR :</b>	TR-909 Kit60
<b>AN :</b>	ResoSaw Bs 3	<b>AN :</b>	Saw Bass 6	<b>AN :</b>	Celoclip 2	<b>AN :</b>	TriPE
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/32
<b>Tempo :</b>	82	<b>Tempo :</b>	120	<b>Tempo :</b>	92	<b>Tempo :</b>	75
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	15	<b>PC :</b>	20	<b>PC :</b>	25	<b>PC :</b>	30

# Program List

<b>C31</b> CLAX <b>Genre:</b> Trap <b>D1:</b> D-50 Pizz 2 <b>D2:</b> Cincosoft 2 <b>DR:</b> TR-909 Kit61 <b>AN:</b> Orange Alert  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 80  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 31	<b>C36</b> NEEDED <b>Genre:</b> Trap <b>D1:</b> Syn Sniper 4 <b>D2:</b> PXZoon 2 <b>DR:</b> TR-808 Kit23 <b>AN:</b> Foundry  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 80  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 36	<b>C41</b> Trap 7 <b>Genre:</b> Trap <b>D1:</b> D-50 Stack 2 <b>D2:</b> LFO CarvePd4 <b>DR:</b> TR-808 Kit24 <b>AN:</b> Roomboom  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 62  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 41	<b>C46</b> NEON <b>Genre:</b> Trap <b>D1:</b> Kick Bass 3 <b>D2:</b> Super Saw 13 <b>DR:</b> TR-909 Kit64 <b>AN:</b> DarkSawBass2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 78  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 46
<b>C32</b> CRUTCHES <b>Genre:</b> Trap <b>D1:</b> JP8 Strings6 <b>D2:</b> Monster Bs10 <b>DR:</b> TR-909 Kit62 <b>AN:</b> ZipPhase 2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 80  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 32	<b>C37</b> THE UNGOOD <b>Genre:</b> Trap <b>D1:</b> Trance Key 6 <b>D2:</b> Detune Bs 3 <b>DR:</b> R&B Kit 6 <b>AN:</b> Chatter  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 96  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 37	<b>C42</b> CLONED <b>Genre:</b> Trap <b>D1:</b> Rising SEQ 2 <b>D2:</b> UnisonSynBs2 <b>DR:</b> TR-808 Kit25 <b>AN:</b> Icepick  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 70  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 42	<b>C47</b> BRONZE <b>Genre:</b> Trap <b>D1:</b> SideChainBs5 <b>D2:</b> Super Saw 14 <b>DR:</b> TR-909 Kit65 <b>AN:</b> Copper Tone  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 74  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 47
<b>C33</b> Trap 4 <b>Genre:</b> Trap <b>D1:</b> Buzz Lead 9 <b>D2:</b> Psychosilo2 <b>DR:</b> 90's Kit 2 <b>AN:</b> SawLFO Bass1  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 74  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 33	<b>C38</b> Trap 5 <b>Genre:</b> Trap <b>D1:</b> Syn Sniper 5 <b>D2:</b> Monster Bs12 <b>DR:</b> R&B Kit 7 <b>AN:</b> Buzzreed  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 74  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 38	<b>C43</b> ANTIHERO <b>Genre:</b> Trap <b>D1:</b> SEQ Tri 3 FX/Other <b>D2:</b> Syn Vox 2 <b>DR:</b> TR-808 Kit26 <b>AN:</b> SawLFO Bass2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 96  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 43	<b>C48</b> FROST <b>Genre:</b> Trap <b>D1:</b> FX 4 <b>D2:</b> Dreaming 2 <b>DR:</b> TR-909 Kit66 <b>AN:</b> Popsickle  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 67  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 48
<b>C34</b> BACKFLIP <b>Genre:</b> Trap <b>D1:</b> Syn Sniper 3 <b>D2:</b> Monster Bs11 <b>DR:</b> R&B Kit 5 <b>AN:</b> Hollwcrisp  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 70  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 34	<b>C39</b> GET THE \$ <b>Genre:</b> Trap <b>D1:</b> OSC-SyncLd 3 <b>D2:</b> Ac. Brs Sect <b>DR:</b> R&B Kit 8 <b>AN:</b> Sus Zap 2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 88  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 39	<b>C44</b> CHOKED <b>Genre:</b> Trap <b>D1:</b> RETROX 139 3 <b>D2:</b> WaveShapeLd3 <b>DR:</b> TR-808 Kit27 <b>AN:</b> Tanker  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 96  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 44	<b>C49</b> DRILLED <b>Genre:</b> Trap <b>D1:</b> Rising SEQ 3 <b>D2:</b> Super Saw 15 <b>DR:</b> TR-909 Kit67 <b>AN:</b> Looowwww  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 72  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 49
<b>C35</b> DENIED <b>Genre:</b> Trap <b>D1:</b> SawBuzz Ld 3 <b>D2:</b> SqrTrapPlk 5 <b>DR:</b> TR-808 Kit22 <b>AN:</b> Stinger 2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 76  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 35	<b>C40</b> Trap 6 <b>Genre:</b> Trap <b>D1:</b> Tekno Lead 8 <b>D2:</b> Buzz Lead 10 <b>DR:</b> R&B Kit 9 <b>AN:</b> Bowouch 2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 88  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 40	<b>C45</b> C-SHOP <b>Genre:</b> Trap <b>D1:</b> Kick Bass 2 <b>D2:</b> SideChainPd8 <b>DR:</b> TR-909 Kit63 <b>AN:</b> Lobotone  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 76  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 45	<b>C50</b> BUZZ KILL <b>Genre:</b> Trap <b>D1:</b> Rising SEQ 4 <b>D2:</b> Bend Lead 3 <b>DR:</b> TR-909 Kit68 <b>AN:</b> ToadThroat  <b>Measure Length:</b> 1 <b>Scale:</b> 1/32 <b>Tempo:</b> 76  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 50

<b>C51</b>	<b>TRAPPED</b>	<b>C56</b>	<b>Trap 11</b>	<b>C61</b>	<b>Trap 14</b>	<b>D01</b>	<b>INNER PEACE</b>
<b>Genre :</b>	Trap	<b>Genre :</b>	Trap	<b>Genre :</b>	Trap	<b>Genre :</b>	Ambient
<b>D1 :</b>	Square Ld 5	<b>D1 :</b>	Susans Horn	<b>D1 :</b>	Sqr Trap Ld3	<b>D1 :</b>	JP8 Strings7
<b>D2 :</b>	SawTrap Ld 3	<b>D2 :</b>	Pluck You	<b>D2 :</b>	Tekno Lead 9	<b>D2 :</b>	Harp 3 Keyboard
<b>DR :</b>	TR-808 Kit28	<b>DR :</b>	TR-808 Kit29	<b>DR :</b>	EDM Kit 28	<b>DR :</b>	CR-78 Kit 3
<b>AN :</b>	Spooky Bass1	<b>AN :</b>	Little Bot	<b>AN :</b>	Porta Lead 2	<b>AN :</b>	Sub Bass 3
<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	2
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/32	<b>Scale :</b>	1/16
<b>Tempo :</b>	74	<b>Tempo :</b>	145	<b>Tempo :</b>	107	<b>Tempo :</b>	120
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	51	<b>PC :</b>	56	<b>PC :</b>	61	<b>PC :</b>	65
<b>C52</b>	<b>PUMP THAT</b>	<b>C57</b>	<b>LAZER CHEST</b>	<b>C62</b>	<b>Trap 15</b>	<b>D02</b>	<b>CYGNUS X</b>
<b>Genre :</b>	Trap	<b>Genre :</b>	Trap	<b>Genre :</b>	Trap	<b>Genre :</b>	Ambient
<b>D1 :</b>	Hover Lead 4	<b>D1 :</b>	Super Saw 16	<b>D1 :</b>	SawBuzz Ld 4	<b>D1 :</b>	Syn Sniper 6
<b>D2 :</b>	Bend Lead 4	<b>D2 :</b>	Super Saw 17	<b>D2 :</b>	Super Saw 18	<b>D2 :</b>	UnisonSynBs3
<b>DR :</b>	808&909Kit13	<b>DR :</b>	TR-808 Kit30	<b>DR :</b>	EDM Kit 29	<b>DR :</b>	TR-808 Kit33
<b>AN :</b>	HooverSuprt2	<b>AN :</b>	Zippers 5	<b>AN :</b>	SirenFX/Mod2	<b>AN :</b>	Cygnus Bass
<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/32	<b>Scale :</b>	1/32	<b>Scale :</b>	1/16
<b>Tempo :</b>	80	<b>Tempo :</b>	130	<b>Tempo :</b>	140	<b>Tempo :</b>	120
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	52	<b>PC :</b>	57	<b>PC :</b>	62	<b>PC :</b>	66
<b>C53</b>	<b>Trap 8</b>	<b>C58</b>	<b>Trap 12</b>	<b>C63</b>	<b>Trap 16</b>	<b>D03</b>	<b>DESCENT</b>
<b>Genre :</b>	Trap	<b>Genre :</b>	Trap	<b>Genre :</b>	Trap	<b>Genre :</b>	Ambient
<b>D1 :</b>	Sqr Trap Ld2	<b>D1 :</b>	CuttingLead3	<b>D1 :</b>	Kick Bass 4	<b>D1 :</b>	JP8 Strings8
<b>D2 :</b>	O'Skool Hit2	<b>D2 :</b>	Growl Bass 6	<b>D2 :</b>	Talking Bs 2	<b>D2 :</b>	Vibraphone 3
<b>DR :</b>	Hiphop Kit16	<b>DR :</b>	TR-808 Kit31	<b>DR :</b>	Hiphop Kit17	<b>DR :</b>	TR-808 Kit34
<b>AN :</b>	Long & Deep	<b>AN :</b>	Reel 2	<b>AN :</b>	SqrTrapPluck	<b>AN :</b>	RelaxationBs
<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	2
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/32	<b>Scale :</b>	1/16
<b>Tempo :</b>	175	<b>Tempo :</b>	130	<b>Tempo :</b>	70	<b>Tempo :</b>	130
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	53	<b>PC :</b>	58	<b>PC :</b>	63	<b>PC :</b>	67
<b>C54</b>	<b>Trap 9</b>	<b>C59</b>	<b>TRAPPED DOOR</b>	<b>C64</b>	<b>Ambient</b>	<b>D04</b>	<b>CHILL WAVE</b>
<b>Genre :</b>	Trap	<b>Genre :</b>	Trap	<b>Genre :</b>	Ambient	<b>Genre :</b>	Chill Wave
<b>D1 :</b>	SquaredLFOld	<b>D1 :</b>	SawTrap Ld 4	<b>D1 :</b>	Analog Str 4	<b>D1 :</b>	Vox Pad/SC
<b>D2 :</b>	Swelling Wow	<b>D2 :</b>	Growl Bass 7	<b>D2 :</b>	Seq Bass 9	<b>D2 :</b>	PlckSyn/Vel2
<b>DR :</b>	TR-909 Kit69	<b>DR :</b>	TR-808 Kit32	<b>DR :</b>	Noise Kit 2	<b>DR :</b>	EDM Kit 30
<b>AN :</b>	Harp Sub	<b>AN :</b>	Reel 3	<b>AN :</b>	Mustard	<b>AN :</b>	SawLd&PanDly
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1	<b>Measure Length :</b>	2
<b>Scale :</b>	1/32	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	130	<b>Tempo :</b>	130	<b>Tempo :</b>	100	<b>Tempo :</b>	90
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	54	<b>PC :</b>	59	<b>PC :</b>	64	<b>PC :</b>	68
<b>C55</b>	<b>Trap 10</b>	<b>C60</b>	<b>Trap 13</b>	<b>D05</b>	<b>80s Re-Vamp</b>		
<b>Genre :</b>	Trap	<b>Genre :</b>	Trap	<b>Genre :</b>	80s Re-Vamp		
<b>D1 :</b>	808 Kick Bs	<b>D1 :</b>	D-50 Stack 3	<b>D1 :</b>	UnderTheSea		
<b>D2 :</b>	Epic Saws	<b>D2 :</b>	LFO CarvePd5	<b>D2 :</b>	Pluck Me		
<b>DR :</b>	TR-909 Kit70	<b>DR :</b>	EDM Kit 27	<b>DR :</b>	808&909Kit14		
<b>AN :</b>	Siren Hell 2	<b>AN :</b>	Fall Synth 2	<b>AN :</b>	Saw LFO Lead		
<b>Measure Length :</b>	1	<b>Measure Length :</b>	1	<b>Measure Length :</b>	1		
<b>Scale :</b>	1/32	<b>Scale :</b>	1/32	<b>Scale :</b>	1/16		
<b>Tempo :</b>	70	<b>Tempo :</b>	140	<b>Tempo :</b>	100		
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85		
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65		
<b>PC :</b>	55	<b>PC :</b>	60	<b>PC :</b>	69		

# Program List

<b>D06</b> Experimental <b>Genre:</b> Experimental Lead <b>D1:</b> Deep Vibes <b>D2:</b> Lil guy Bass <b>DR:</b> TR-909 Kit71 <b>AN:</b> Wobbler sub  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 150  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 70	<b>D11</b> Electronica2 <b>Genre:</b> Electronica Keyboard Strings/Pad <b>D1:</b> Vib Wurlly 4 <b>D2:</b> Psychoscolo3 <b>DR:</b> EDM Kit 32 <b>AN:</b> Polta Lead  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 175  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 75	<b>D16</b> TRONIX <b>Genre:</b> Electronic Strings/Pad Bass <b>D1:</b> JP8 Strings9 <b>D2:</b> Seq Bass 11 <b>DR:</b> TR-606 Kit 3 <b>AN:</b> Lava Bass  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 80  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 80	<b>D21</b> ILLEKTRO <b>Genre:</b> Electro Bass Strings/Pad <b>D1:</b> Organ Bass 5 <b>D2:</b> JUNO Str 2 <b>DR:</b> 808&909Kit15 <b>AN:</b> Roller Bass  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 85
<b>D07</b> Future Bass <b>Genre:</b> Future Bass <b>D1:</b> Weewoo Seq <b>D2:</b> Breathe Lead <b>DR:</b> TR-909 Kit72 <b>AN:</b> Saw Bass 7  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 100  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 71	<b>D12</b> Electronic <b>Genre:</b> Electronic Lead <b>D1:</b> Pop Lead <b>D2:</b> Saw Pad Strings/Pad <b>DR:</b> TR-909 Kit73 <b>AN:</b> SideChainHrd  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 116  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 76	<b>D17</b> CRUISING <b>Genre:</b> Electronic Bass Strings/Pad <b>D1:</b> MG Bass 6 <b>D2:</b> Analog Str 5 <b>DR:</b> Drum&BsKit10 <b>AN:</b> Attack Bass  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 90  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 81	<b>D22</b> ELECTROFYING <b>Genre:</b> Electro Lead Strings/Pad <b>D1:</b> Square Ld 6 <b>D2:</b> JP8 Str 10 <b>DR:</b> TR-808 Kit38 <b>AN:</b> Drama Lead  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 86
<b>D08</b> PULL UP <b>Genre:</b> Ghetto Funk Strings/Pad Strings/Pad <b>D1:</b> Soft Pad 3 <b>D2:</b> PLS Pad 3 <b>DR:</b> 808&7*7 Kit9 <b>AN:</b> Zippers 6  <b>Measure Length:</b> 4 <b>Scale:</b> 1/16 <b>Tempo:</b> 130  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 72	<b>D13</b> LATE NIGHT <b>Genre:</b> Electronic Lead Strings/Pad <b>D1:</b> Sine Lead 6 <b>D2:</b> Brite Str 2 <b>DR:</b> CR-78 Kit 4 <b>AN:</b> Spooky Bass2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 100  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 77	<b>D18</b> Ring Mod <b>Genre:</b> Electronic Bass Seq <b>D1:</b> SinDetuneBs2 <b>D2:</b> PluckBacking <b>DR:</b> TR-808 Kit36 <b>AN:</b> Saw+Sub Lead  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 90  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 82	<b>D23</b> Electro 2 <b>Genre:</b> Electro Lead <b>D1:</b> 5th SawLead3 <b>D2:</b> Tri Stac Ld4 <b>DR:</b> 808&909Kit16 <b>AN:</b> PulseOfLife2  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 87
<b>D09</b> GRIME TIME <b>Genre:</b> Grime Lead Strings/Pad <b>D1:</b> Sqr Lead 2 <b>D2:</b> D-50 Pizz 3 <b>DR:</b> TR-808 Kit35 <b>AN:</b> LFO Skips  <b>Measure Length:</b> 2 <b>Scale:</b> 1/32 <b>Tempo:</b> 135  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 73	<b>D14</b> NEW WAVE <b>Genre:</b> Electronic Lead Bass <b>D1:</b> S-SawStacLd4 <b>D2:</b> Seq Bass 10 <b>DR:</b> TR-626 Kit 2 <b>AN:</b> Slime Bass  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 115  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 78	<b>D19</b> LoFi <b>Genre:</b> Electronic Keyboard <b>D1:</b> Flute 2 Brass <b>D2:</b> Trem EP 3 <b>DR:</b> 90's Kit 3 <b>AN:</b> Sqr+Sub Bs 2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 90  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 83	<b>D24</b> Electro 3 <b>Genre:</b> Electro Seq Seq <b>D1:</b> Groovy Pluck <b>D2:</b> High Clicks <b>DR:</b> TR-909 Kit74 <b>AN:</b> Sawed Out  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 114  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 88
<b>D10</b> Electronica1 <b>Genre:</b> Electronica Keyboard Strings/Pad <b>D1:</b> Vib Wurlly 3 <b>D2:</b> LowBitSample <b>DR:</b> EDM Kit 31 <b>AN:</b> Tri Bass 11  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 132  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 74	<b>D15</b> 70'S SEQ <b>Genre:</b> Electronic Bass Seq <b>D1:</b> FilterEnvBs2 <b>D2:</b> JUNO Octavr2 <b>DR:</b> Noise Kit 3 <b>AN:</b> Soak Bottle  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 100  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 79	<b>D20</b> DUCKS ATTACK <b>Genre:</b> Electro Lead Bass <b>D1:</b> Dist Flt TB3 <b>D2:</b> Seq Bass 12 <b>DR:</b> TR-808 Kit37 <b>AN:</b> Gargle  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 124  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 84	<b>D25</b> Electro 4 <b>Genre:</b> Electro Lead Bass <b>D1:</b> Stab it Lead <b>D2:</b> Old whip <b>DR:</b> TR-909 Kit75 <b>AN:</b> Afro Crack  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 128  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 89



<b>D26</b>	<b>Electro 5</b>	<b>D31</b>	<b>FIRE FIGHT</b>	<b>D36</b>	<b>GOPHER GOLD</b>	<b>D41</b>	<b>90sVideoGame</b>
<b>Genre :</b>	Electro	<b>Genre :</b>	Breakbeat	<b>Genre :</b>	Garage	<b>Genre :</b>	Chiptune
<b>D1 :</b>	Crusty Ba\$\$	<b>D1 :</b>	SEQ 5 Seq	<b>D1 :</b>	Sine Lead 8	<b>D1 :</b>	Dist Guitar2
<b>D2 :</b>	Laserhead	<b>D2 :</b>	Low Bass 4	<b>D2 :</b>	Sine Lead 9	<b>D2 :</b>	4Op FM Bass2
<b>DR :</b>	TR-909 Kit76	<b>DR :</b>	Hiphop Kit19	<b>DR :</b>	TR-909 Kit81	<b>DR :</b>	TR-626 Kit 3
<b>AN :</b>	Init Grime	<b>AN :</b>	Fat as That2	<b>AN :</b>	Slurry Bass	<b>AN :</b>	Pulse Lead 3
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	128	<b>Tempo :</b>	140	<b>Tempo :</b>	140	<b>Tempo :</b>	150
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	90	<b>PC :</b>	95	<b>PC :</b>	100	<b>PC :</b>	105
<b>D27</b>	<b>Electro 6</b>	<b>D32</b>	<b>END OF NIGHT</b>	<b>D37</b>	<b>Chiptune 1</b>	<b>D42</b>	<b>Synth Pop</b>
<b>Genre :</b>	Electro	<b>Genre :</b>	Breakbeat	<b>Genre :</b>	Chiptune	<b>Genre :</b>	Synth Pop
<b>D1 :</b>	Big Plucker	<b>D1 :</b>	JD Piano 4	<b>D1 :</b>	8bitSqr /Mod	<b>D1 :</b>	Saw+S-SawSEQ
<b>D2 :</b>	Creeper Lead	<b>D2 :</b>	Detune Bs 4	<b>D2 :</b>	EDM Synth 6	<b>D2 :</b>	ResoSweepPd2
<b>DR :</b>	TR-909 Kit77	<b>DR :</b>	Hiphop Kit20	<b>DR :</b>	EDM Kit 33	<b>DR :</b>	Techno Kit14
<b>AN :</b>	Guitar Sweep	<b>AN :</b>	PWM Basic	<b>AN :</b>	8bitBass/Leg	<b>AN :</b>	Saw Bass 8
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	130	<b>Tempo :</b>	140	<b>Tempo :</b>	170	<b>Tempo :</b>	125
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	91	<b>PC :</b>	96	<b>PC :</b>	101	<b>PC :</b>	106
<b>D28</b>	<b>Electro 7</b>	<b>D33</b>	<b>LOCK UP!</b>	<b>D38</b>	<b>Chiptune 2</b>	<b>D43</b>	<b>TECH0tooOLD</b>
<b>Genre :</b>	Electro	<b>Genre :</b>	Garage	<b>Genre :</b>	Chiptune	<b>Genre :</b>	Synth Pop
<b>D1 :</b>	Metallic Aci	<b>D1 :</b>	Sine Lead 7	<b>D1 :</b>	8bit Per Seq	<b>D1 :</b>	Saw+S-Saw Pd
<b>D2 :</b>	Throw Up	<b>D2 :</b>	D-50 Pizz 4	<b>D2 :</b>	DirtyBass/SC	<b>D2 :</b>	Synth Snare
<b>DR :</b>	TR-808 Kit39	<b>DR :</b>	TR-909 Kit78	<b>DR :</b>	EDM Kit 34	<b>DR :</b>	TR-808 Kit40
<b>AN :</b>	Crying Alien	<b>AN :</b>	Knat Squat	<b>AN :</b>	Bleep Bass	<b>AN :</b>	Analog Kick2
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	126	<b>Tempo :</b>	140	<b>Tempo :</b>	128	<b>Tempo :</b>	130
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	92	<b>PC :</b>	97	<b>PC :</b>	102	<b>PC :</b>	107
<b>D29</b>	<b>Gio-Gio-MRD</b>	<b>D34</b>	<b>MINISTRY</b>	<b>D39</b>	<b>9BIT</b>	<b>D44</b>	<b>Idol Error</b>
<b>Genre :</b>	Electro	<b>Genre :</b>	Garage	<b>Genre :</b>	Chiptune	<b>Genre :</b>	Synth Pop
<b>D1 :</b>	Pulse Synth	<b>D1 :</b>	Hollow Pad 5	<b>D1 :</b>	Sqr Backing	<b>D1 :</b>	DistBacking2
<b>D2 :</b>	S-Saw Pad 5	<b>D2 :</b>	JD Piano 5	<b>D2 :</b>	Sqr SEQ Seq	<b>D2 :</b>	Saw+Sqr Riff
<b>DR :</b>	Techno Kit13	<b>DR :</b>	TR-909 Kit79	<b>DR :</b>	ElectricKit1	<b>DR :</b>	Techno Kit15
<b>AN :</b>	Pulse Bass 2	<b>AN :</b>	ReeceClassic	<b>AN :</b>	Tri Bass 12	<b>AN :</b>	ResoSaw Bs 4
<b>Measure Length :</b>	1	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	136	<b>Tempo :</b>	140	<b>Tempo :</b>	130	<b>Tempo :</b>	136
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	93	<b>PC :</b>	98	<b>PC :</b>	103	<b>PC :</b>	108
<b>D30</b>	<b>MAINLINE</b>	<b>D35</b>	<b>LORNA's VIBE</b>	<b>D40</b>	<b>STRIKE</b>	<b>D45</b>	<b>Fancy'70s</b>
<b>Genre :</b>	Breakbeat	<b>Genre :</b>	Garage	<b>Genre :</b>	Chiptune	<b>Genre :</b>	Synth Pop
<b>D1 :</b>	PLS Pad 4	<b>D1 :</b>	Revalation 3	<b>D1 :</b>	Tri Bass 2	<b>D1 :</b>	LFO S-SawSyn
<b>D2 :</b>	House Org 6	<b>D2 :</b>	JD Piano 6	<b>D2 :</b>	Sqr+Pls Pad	<b>D2 :</b>	Saw+Sqr SEQ1
<b>DR :</b>	Hiphop Kit18	<b>DR :</b>	TR-909 Kit80	<b>DR :</b>	707&727 Kit5	<b>DR :</b>	CR-78 Kit 5
<b>AN :</b>	Drift & Grit	<b>AN :</b>	Bouncy Bass2	<b>AN :</b>	Sqr SEQ 5	<b>AN :</b>	Tri+Sub SEQ
<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	2	<b>Measure Length :</b>	1
<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16	<b>Scale :</b>	1/16
<b>Tempo :</b>	140	<b>Tempo :</b>	140	<b>Tempo :</b>	175	<b>Tempo :</b>	118
<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85	<b>MSB :</b>	85
<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65	<b>LSB :</b>	65
<b>PC :</b>	94	<b>PC :</b>	99	<b>PC :</b>	104	<b>PC :</b>	109

# Program List

<b>D46</b> 1024K <b>Genre:</b> Synth Pop <b>D1:</b> ResoSaw SEQ2 Seq <b>D2:</b> S&H Reso Pad Strings/Pad <b>DR:</b> ElectricKit2 <b>AN:</b> Pulse Bass 3  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 100  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 110	<b>D51</b> Pop 2 <b>Genre:</b> Pop <b>D1:</b> PortaSaw Ld2 Lead <b>D2:</b> Tekno Lead10 Lead <b>DR:</b> EDM Kit 35 <b>AN:</b> Xi Saw  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 95  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 115	<b>D56</b> CHANCE! <b>Genre:</b> Pop <b>D1:</b> OSC-SyncLd 4 Lead <b>D2:</b> Bright Pad 3 Strings/Pad <b>DR:</b> 80's Kit 3 <b>AN:</b> Saw Bs&SEQ  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 130  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 120	<b>D61</b> Orch <b>Genre:</b> Symphony <b>D1:</b> Strings 2Strings/Pad <b>D2:</b> Harp 4 Keyboard <b>DR:</b> Pop Kit 6 <b>AN:</b> Analog Tp 2  <b>Measure Length:</b> 1 <b>Scale:</b> 1/8 Triple <b>Tempo:</b> 120  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 125
<b>D47</b> SYMPATHY <b>Genre:</b> Eurobeat <b>D1:</b> MMM Box Bs Bass <b>D2:</b> S-Saw Pad 6 Seq <b>DR:</b> Techno Kit16 <b>AN:</b> Sqr SEQ 6  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 126  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 111	<b>D52</b> TWERK IT <b>Genre:</b> Pop <b>D1:</b> Vintager 3 Lead <b>D2:</b> Monster Bs15 Bass <b>DR:</b> TR-808 Kit41 <b>AN:</b> Boing Synth  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 100  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 116	<b>D57</b> Pop 3 <b>Genre:</b> Pop <b>D1:</b> Awakening 4 Strings/Pad <b>D2:</b> Chubby SEQ Lead <b>DR:</b> Pop Kit 4 <b>AN:</b> Saw+Sub Bs 5  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 128  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 121	<b>D62</b> Vocoder Tmpl <b>Genre:</b> Template <b>D1:</b> Voc:Ensemble FX/Other <b>D2:</b> UnisonSynBs4 Bass <b>DR:</b> Pop Kit 7 <b>AN:</b> Init Tone  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 126
<b>D48</b> Eurobeat <b>Genre:</b> Eurobeat <b>D1:</b> 4Op FM Bass3 Bass <b>D2:</b> Bend SynBrs1 Brass <b>DR:</b> 80's Kit 2 <b>AN:</b> PulseSweepLd  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 125  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 112	<b>D53</b> DREAM <b>Genre:</b> Pop <b>D1:</b> SynStrBackng Seq <b>D2:</b> Pluck Synth4 Seq <b>DR:</b> Pop Kit 3 <b>AN:</b> ResoSaw Bs 5  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 110  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 117	<b>D58</b> Pop 4 <b>Genre:</b> Pop <b>D1:</b> Funk Guitar2 Keyboard <b>D2:</b> Slap Bass 2 Bass <b>DR:</b> Pop Kit 5 <b>AN:</b> ResoPulseSEQ  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 120  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 122	<b>D63</b> AutoPch Tmpl <b>Genre:</b> Template <b>D1:</b> AP:Elct Pch1 --- <b>D2:</b> Fingerd Bs 2 Bass <b>DR:</b> Pop Kit 8 <b>AN:</b> Init Tone  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 120  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 127
<b>D49</b> Pop 1 <b>Genre:</b> Pop <b>D1:</b> Monster Bs13 Bass <b>D2:</b> Bend SynBrs2 Brass <b>DR:</b> R&B Kit 10 <b>AN:</b> Sub Buzz Bs  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 80  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 113	<b>D54</b> YOKAI <b>Genre:</b> Pop <b>D1:</b> Stiff BassBass <b>D2:</b> S-Saw Pad 7 Seq <b>DR:</b> ElectricKit3 <b>AN:</b> Sqr SEQ 7  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 118	<b>D59</b> Pop 5 <b>Genre:</b> Pop <b>D1:</b> Fantasy 3 Strings/Pad <b>D2:</b> FM E.Piano 4 Keyboard <b>DR:</b> TR-808 Kit42 <b>AN:</b> Saw Bass 9  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 70  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 123	<b>D64</b> Voice In <b>Genre:</b> Template <b>D1:</b> Voice In --- <b>D2:</b> Seq Bass 13 Bass <b>DR:</b> TR-909 Kit83 <b>AN:</b> Init Tone  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 135  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 128
<b>D50</b> POP STAR <b>Genre:</b> Pop <b>D1:</b> Monster Bs14 Bass <b>D2:</b> SawBuzz Ld 5 Lead <b>DR:</b> R&B Kit 11 <b>AN:</b> Rub Bass  <b>Measure Length:</b> 1 <b>Scale:</b> 1/16 <b>Tempo:</b> 100  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 114	<b>D55</b> Fake Side <b>Genre:</b> Pop <b>D1:</b> Oct Saw Bass Bass <b>D2:</b> SideChainPd9 Strings/Pad <b>DR:</b> TR-909 Kit82 <b>AN:</b> PortaSaw Ld2  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 135  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 119	<b>D60</b> GENIE SMOKE <b>Genre:</b> Other <b>D1:</b> Fantasy 4 Strings/Pad <b>D2:</b> Sine Lead 10 Lead <b>DR:</b> CR-78 Kit 6 <b>AN:</b> PWM Base 2  <b>Measure Length:</b> 2 <b>Scale:</b> 1/16 <b>Tempo:</b> 140  <b>MSB:</b> 85 <b>LSB:</b> 65 <b>PC:</b> 124	

## Bank Select/Program Change

### Preset Program

Bank/Number	MSB	LSB	PC
A01-A64	85	64	1-64
B01-B64	85	64	65-128
C01-C64	85	65	1-64
D01-D64	85	65	65-128

### User Program

Bank/Number	MSB	LSB	PC
E01-E64	85	0	1-64
F01-F64	85	0	65-128
G01-G64	85	1	1-64
H01-H64	85	1	65-128

# Preset Tone List (Digital Synth)

No.	Name	Category	MSB	LSB	PC
001	JP8 Strings1	Strings/Pad	95	64	1
002	Soft Pad 1	Strings/Pad	95	64	2
003	JP8 Strings2	Strings/Pad	95	64	3
004	JUNO Str 1	Strings/Pad	95	64	4
005	Oct Strings	Strings/Pad	95	64	5
006	Brite Str 1	Strings/Pad	95	64	6
007	Boreal Pad	Strings/Pad	95	64	7
008	JP8 Strings3	Strings/Pad	95	64	8
009	JP8 Strings4	Strings/Pad	95	64	9
010	Hollow Pad 1	Strings/Pad	95	64	10
011	LFO Pad 1	Strings/Pad	95	64	11
012	Hybrid Str	Strings/Pad	95	64	12
013	Awakening 1	Strings/Pad	95	64	13
014	Cincosoft 1	Strings/Pad	95	64	14
015	Bright Pad 1	Strings/Pad	95	64	15
016	Analog Str 1	Strings/Pad	95	64	16
017	Soft ResoPd1	Strings/Pad	95	64	17
018	HPF Poly 1	Strings/Pad	95	64	18
019	BPF Poly	Strings/Pad	95	64	19
020	Sweep Pad 1	Strings/Pad	95	64	20
021	Soft Pad 2	Strings/Pad	95	64	21
022	Sweep JD 1	Strings/Pad	95	64	22
023	FltSweep Pd1	Strings/Pad	95	64	23
024	HPF Pad	Strings/Pad	95	64	24
025	HPF SweepPd1	Strings/Pad	95	64	25
026	KOff Pad	Strings/Pad	95	64	26
027	Sweep Pad 2	Strings/Pad	95	64	27
028	TrnsSweepPad	Strings/Pad	95	64	28
029	Revalation 1	Strings/Pad	95	64	29
030	LFO CarvePd1	Strings/Pad	95	64	30
031	RETROX 139 1	Strings/Pad	95	64	31
032	LFO ResoPad1	Strings/Pad	95	64	32
033	PLS Pad 1	Strings/Pad	95	64	33
034	PLS Pad 2	Strings/Pad	95	64	34
035	Trip 2 Mars1	Strings/Pad	95	64	35
036	Reso S&H Pd1	Strings/Pad	95	64	36
037	SideChainPd1	Strings/Pad	95	64	37
038	PXZoon 1	Strings/Pad	95	64	38
039	Psychoscilo1	Strings/Pad	95	64	39
040	Fantasy 1	Strings/Pad	95	64	40
041	D-50 Stack 1	Strings/Pad	95	64	41
042	Organ Pad	Strings/Pad	95	64	42
043	Bell Pad	Strings/Pad	95	64	43
044	Dreaming 1	Strings/Pad	95	64	44
045	Syn Sniper 1	Strings/Pad	95	64	45
046	Strings 1	Strings/Pad	95	64	46
047	D-50 Pizz 1	Strings/Pad	95	64	47
048	Super Saw 1	Lead	95	64	48
049	S-SawStacLd1	Lead	95	64	49
050	Tekno Lead 1	Lead	95	64	50
051	Tekno Lead 2	Lead	95	64	51
052	Tekno Lead 3	Lead	95	64	52
053	OSC-SyncLd 1	Lead	95	64	53
054	WaveShapeLd1	Lead	95	64	54
055	JD RingMod 1	Lead	95	64	55
056	Buzz Lead 1	Lead	95	64	56
057	Buzz Lead 2	Lead	95	64	57
058	SawBuzz Ld 1	Lead	95	64	58
059	Sqr Buzz Ld1	Lead	95	64	59
060	Tekno Lead 4	Lead	95	64	60
061	Dist Flt TB1	Lead	95	64	61
062	Dist TB Sqr1	Lead	95	64	62
063	Glideator 1	Lead	95	64	63
064	Vintager 1	Lead	95	64	64
065	Hover Lead 1	Lead	95	64	65
066	Saw Lead 1	Lead	95	64	66
067	Saw+Tri Lead	Lead	95	64	67
068	PortaSaw Ld1	Lead	95	64	68
069	Reso Saw Ld	Lead	95	64	69

No.	Name	Category	MSB	LSB	PC
070	SawTrap Ld 1	Lead	95	64	70
071	Fat GR Lead	Lead	95	64	71
072	Pulstar Ld	Lead	95	64	72
073	Slow Lead	Lead	95	64	73
074	AnaVox Lead	Lead	95	64	74
075	Square Ld 1	Lead	95	64	75
076	Square Ld 2	Lead	95	64	76
077	Sqr Lead 1	Lead	95	64	77
078	Sqr Trap Ld1	Lead	95	64	78
079	Sine Lead 1	Lead	95	64	79
080	Tri Lead	Lead	95	64	80
081	Tri Stac Ld1	Lead	95	64	81
082	5th SawLead1	Lead	95	64	82
083	Sweet 5th 1	Lead	95	64	83
084	4th Syn Lead	Lead	95	64	84
085	Maj Stack Ld	Lead	95	64	85
086	MinStack Ld1	Lead	95	64	86
087	Chubby Lead1	Lead	95	64	87
088	CuttingLead1	Lead	95	64	88
089	Seq Bass 1	Bass	95	64	89
090	Reso Bass 1	Bass	95	64	90
091	TB Bass 1	Bass	95	64	91
092	106 Bass 1	Bass	95	64	92
093	FilterEnvBs1	Bass	95	64	93
094	JUNO Sqr Bs1	Bass	95	64	94
095	Reso Bass 2	Bass	95	64	95
096	JUNO Bass	Bass	95	64	96
097	MG Bass 1	Bass	95	64	97
098	106 Bass 3	Bass	95	64	98
099	Reso Bass 3	Bass	95	64	99
100	Detune Bs 1	Bass	95	64	100
101	MKS-50 Bass1	Bass	95	64	101
102	Sweep Bass	Bass	95	64	102
103	MG Bass 2	Bass	95	64	103
104	MG Bass 3	Bass	95	64	104
105	ResRubber Bs	Bass	95	64	105
106	R&B Bass 1	Bass	95	64	106
107	Reso Bass 4	Bass	95	64	107
108	Wide Bass 1	Bass	95	64	108
109	Chow Bass 1	Bass	95	64	109
110	Chow Bass 2	Bass	95	64	110
111	SqrFilterBs1	Bass	95	64	111
112	Reso Bass 5	Bass	95	64	112
113	Syn Bass 1	Bass	95	64	113
114	ResoSawSynBs	Bass	95	64	114
115	Filter Bass1	Bass	95	64	115
116	SeqFltEnvBs	Bass	95	64	116
117	DnB Bass 1	Bass	95	64	117
118	UnisonSynBs1	Bass	95	64	118
119	Modular Bs	Bass	95	64	119
120	Monster Bs 1	Bass	95	64	120
121	Monster Bs 2	Bass	95	64	121
122	Monster Bs 3	Bass	95	64	122
123	Monster Bs 4	Bass	95	64	123
124	Square Bs 1	Bass	95	64	124
125	106 Bass 2	Bass	95	64	125
126	5th Stac Bs1	Bass	95	64	126
127	SqrStacSynBs	Bass	95	64	127
128	MC-202 Bs	Bass	95	64	128
129	TB Bass 2	Bass	95	65	1
130	Square Bs 2	Bass	95	65	2
131	SH-101 Bs	Bass	95	65	3
132	R&B Bass 2	Bass	95	65	4
133	MG Bass 4	Bass	95	65	5
134	Seq Bass 2	Bass	95	65	6
135	Tri Bass 1	Bass	95	65	7
136	BPF Syn Bs 2	Bass	95	65	8
137	BPF Syn Bs 1	Bass	95	65	9
138	Low Bass 1	Bass	95	65	10

## Preset Tone List (Digital Synth)

No.	Name	Category	MSB	LSB	PC
139	Low Bass 2	Bass	95	65	11
140	Kick Bass 1	Bass	95	65	12
141	SinDetuneBs1	Bass	95	65	13
142	Organ Bass 1	Bass	95	65	14
143	Growl Bass 1	Bass	95	65	15
144	Talking Bs 1	Bass	95	65	16
145	LFO Bass 1	Bass	95	65	17
146	LFO Bass 2	Bass	95	65	18
147	Crack Bass	Bass	95	65	19
148	Wobble Bs 1	Bass	95	65	20
149	Wobble Bs 2	Bass	95	65	21
150	Wobble Bs 3	Bass	95	65	22
151	Wobble Bs 4	Bass	95	65	23
152	SideChainBs1	Bass	95	65	24
153	SideChainBs2	Bass	95	65	25
154	House Bass 1	Bass	95	65	26
155	FM Bass	Bass	95	65	27
156	4Op FM Bass1	Bass	95	65	28
157	Ac. Bass	Bass	95	65	29
158	Fingerd Bs 1	Bass	95	65	30
159	Picked Bass	Bass	95	65	31
160	Fretless Bs	Bass	95	65	32
161	Slap Bass 1	Bass	95	65	33
162	JD Piano 1	Keyboard	95	65	34
163	E. Grand 1	Keyboard	95	65	35
164	Trem EP 1	Keyboard	95	65	36
165	FM E. Piano 1	Keyboard	95	65	37
166	FM E. Piano 2	Keyboard	95	65	38
167	Vib Wurlly 1	Keyboard	95	65	39
168	Pulse Clav	Keyboard	95	65	40
169	Clav	Keyboard	95	65	41
170	70's E. Organ	Keyboard	95	65	42
171	House Org 1	Keyboard	95	65	43
172	House Org 2	Keyboard	95	65	44
173	Bell 1	Keyboard	95	65	45
174	Bell 2	Keyboard	95	65	46
175	Organ Bell	Keyboard	95	65	47
176	Vibraphone 1	Keyboard	95	65	48
177	Steel Drum	Keyboard	95	65	49
178	Harp 1	Keyboard	95	65	50
179	Ac. Guitar	Keyboard	95	65	51
180	Bright Strat	Keyboard	95	65	52
181	Funk Guitar1	Keyboard	95	65	53
182	Jazz Guitar	Keyboard	95	65	54
183	Dist Guitar1	Keyboard	95	65	55
184	D. Mute Gtr1	Keyboard	95	65	56
185	E. Sitar	Keyboard	95	65	57
186	Sitar Drone	Keyboard	95	65	58
187	FX 1	FX/Other	95	65	59
188	FX 2	FX/Other	95	65	60
189	FX 3	FX/Other	95	65	61
190	Tuned Winds 1	FX/Other	95	65	62
191	Bend Lead 1	FX/Other	95	65	63
192	RISER 1	FX/Other	95	65	64
193	Rising SEQ 1	FX/Other	95	65	65
194	Scream Saw	FX/Other	95	65	66
195	Noise SEQ 1	FX/Other	95	65	67
196	Syn Vox 1	FX/Other	95	65	68
197	JD SoftVox	FX/Other	95	65	69
198	Vox Pad	FX/Other	95	65	70
199	VP-330 Chr	FX/Other	95	65	71
200	Orch Hit	FX/Other	95	65	72
201	Philly Hit	FX/Other	95	65	73
202	House Hit	FX/Other	95	65	74
203	O'Skool Hit1	FX/Other	95	65	75
204	Punch Hit	FX/Other	95	65	76
205	Tao Hit	FX/Other	95	65	77
206	SEQ Saw 1	Seq	95	65	78
207	SEQ Sqr	Seq	95	65	79

No.	Name	Category	MSB	LSB	PC
208	SEQ Tri 1	Seq	95	65	80
209	SEQ 1	Seq	95	65	81
210	SEQ 2	Seq	95	65	82
211	SEQ 3	Seq	95	65	83
212	SEQ 4	Seq	95	65	84
213	Sqr Reso Plk	Seq	95	65	85
214	Pluck Synth1	Seq	95	65	86
215	Paperclip 1	Seq	95	65	87
216	Sonar Pluck1	Seq	95	65	88
217	SqrTrapPlk 1	Seq	95	65	89
218	TB Saw Seq 1	Seq	95	65	90
219	TB Sqr Seq 1	Seq	95	65	91
220	JUNO Key	Seq	95	65	92
221	Analog Poly1	Seq	95	65	93
222	Analog Poly2	Seq	95	65	94
223	Analog Poly3	Seq	95	65	95
224	Analog Poly4	Seq	95	65	96
225	JUNO Octavr1	Seq	95	65	97
226	EDM Synth 1	Seq	95	65	98
227	Super Saw 2	Seq	95	65	99
228	S-Saw Poly	Seq	95	65	100
229	Trance Key 1	Seq	95	65	101
230	S-Saw Pad 1	Seq	95	65	102
231	7th Stac Syn	Seq	95	65	103
232	S-SawStc Syn	Seq	95	65	104
233	Trance Key 2	Seq	95	65	105
234	Analog Brass	Brass	95	65	106
235	Reso Brass	Brass	95	65	107
236	Soft Brass 1	Brass	95	65	108
237	FM Brass	Brass	95	65	109
238	Syn Brass 1	Brass	95	65	110
239	Syn Brass 2	Brass	95	65	111
240	JP8 Brass	Brass	95	65	112
241	Soft SynBrs1	Brass	95	65	113
242	Soft SynBrs2	Brass	95	65	114
243	EpicSlow Brs	Brass	95	65	115
244	JUNO Brass	Brass	95	65	116
245	Poly Brass	Brass	95	65	117
246 (257)	Voc:Ensemble	FX/Other	95	65	118
247 (258)	Voc:5thStack	FX/Other	95	65	119
248 (259)	Voc:Robot	FX/Other	95	65	120
249 (260)	Voc:Saw	FX/Other	95	65	121
250 (261)	Voc:Sqr	FX/Other	95	65	122
251 (262)	Voc:Rise Up	FX/Other	95	65	123
252 (263)	Voc:Auto Vib	FX/Other	95	65	124
253 (264)	Voc:PitchEnv	FX/Other	95	65	125
254 (265)	Voc:VP-330	FX/Other	95	65	126
255 (266)	Voc:Noise	FX/Other	95	65	127
256	Init Tone	FX/Other	95	65	128

\* If you're using the vocoder, choose a tone from numbers 257-266.

# Preset Drum Kit List (Drum Kit)

No.	Name	MSB	LSB	PC
001	TR-909 Kit 1	86	64	1
002	TR-808 Kit 1	86	64	2
003	707&727 Kit1	86	64	3
004	CR-78 Kit 1	86	64	4
005	TR-606 Kit 1	86	64	5
006	TR-626 Kit 1	86	64	6
007	EDM Kit 1	86	64	7
008	Drum&Bs Kit1	86	64	8
009	Techno Kit 1	86	64	9
010	House Kit 1	86	64	10
011	Hiphop Kit 1	86	64	11
012	R&B Kit 1	86	64	12
013	TR-909 Kit 2	86	64	13
014	TR-909 Kit 3	86	64	14
015	TR-808 Kit 2	86	64	15
016	TR-808 Kit 3	86	64	16
017	TR-808 Kit 4	86	64	17
018	808&909 Kit1	86	64	18
019	808&909 Kit2	86	64	19
020	707&727 Kit2	86	64	20
021	909&7*7 Kit1	86	64	21
022	808&7*7 Kit1	86	64	22
023	EDM Kit 2	86	64	23
024	Techno Kit 2	86	64	24
025	Hiphop Kit 2	86	64	25
026	80's Kit 1	86	64	26
027	90's Kit 1	86	64	27
028	Noise Kit 1	86	64	28
029	Pop Kit 1	86	64	29
030	Pop Kit 2	86	64	30
031	Rock Kit	86	64	31
032	Jazz Kit	86	64	32
033	Latin Kit	86	64	33

# Preset Tone List (Analog Synth)

No.	Name	MSB	LSB	PC
001	Toxic Bass 1	94	64	1
002	Sub Bass 1	94	64	2
003	Backwards 1	94	64	3
004	Fat as That1	94	64	4
005	Saw+Sub Bs 1	94	64	5
006	Saw Bass 1	94	64	6
007	Pulse Bass 1	94	64	7
008	ResoSaw Bs 1	94	64	8
009	ResoSaw Bs 2	94	64	9
010	AcidSaw SEQ1	94	64	10
011	Psy Bass 1	94	64	11
012	Dist TB Bs 1	94	64	12
013	Sqr Bass 1	94	64	13
014	Tri Bass 1	94	64	14
015	Snake Glide1	94	64	15
016	Soft Bass 1	94	64	16
017	Tear Drop 1	94	64	17
018	Slo worn 1	94	64	18
019	Dist LFO Bs1	94	64	19
020	ResoPulseBs1	94	64	20
021	Squelchy 1	94	64	21
022	DnB Wobbler1	94	64	22
023	OffBeat Wob1	94	64	23
024	Chilled Wob	94	64	24
025	Bouncy Bass1	94	64	25
026	PulseOfLife1	94	64	26
027	PWM Base 1	94	64	27
028	Pumper Bass1	94	64	28
029	ClickerBass1	94	64	29
030	Psy Bass 2	94	64	30
031	HooverSuprt1	94	64	31
032	Celoclip 1	94	64	32
033	Tri Fall Bs1	94	64	33
034	808 Bass 1	94	64	34
035	House Bass 1	94	64	35
036	Psy Bass 3	94	64	36
037	Reel 1	94	64	37
038	PortaSaw Ld1	94	64	38
039	Porta Lead 1	94	64	39
040	Analog Tp 1	94	64	40
041	Tri Lead 1	94	64	41
042	Sine Lead 1	94	64	42
043	Saw Buzz 1	94	64	43
044	Buzz Saw Ld1	94	64	44
045	Laser Lead 1	94	64	45
046	Saw & Per 1	94	64	46
047	Insect 1	94	64	47
048	Sqr SEQ 1	94	64	48
049	ZipPhase 1	94	64	49
050	Stinger 1	94	64	50
051	3 Oh 3	94	64	51
052	Sus Zap 1	94	64	52
053	Bowouch 1	94	64	53
054	Resocut 1	94	64	54
055	LFO FX	94	64	55
056	Fall Synth 1	94	64	56
057	Twister 1	94	64	57
058	Analog Kick1	94	64	58
059	Zippers 1	94	64	59
060	Zippers 2	94	64	60
061	Zippers 3	94	64	61
062	Siren Hell 1	94	64	62
063	SirenFX/Mod1	94	64	63
064	Init Tone	94	64	64

# Preset Drum Kit Waveform Assign List

Partial	TR-909 Kit 1	TR-808 Kit 1	707&727 Kit1	CR-78 Kit 1	TR-606 Kit 1
BD1	909 Kick 1aP	808 Kick 4aP	707 Kick 1 P	78 Kick P	606 Kick P
RIM	909 RimshotP	808 RimshotP	707 Rimshot	78 Rimshot	808 RimshotP
BD2	909 Kick 1bP	808 Kick 4bP	707 Kick 2 P	Lite Kick P	808 Kick 1aP
CLAP	909 Clap 2 P	808 ClapL2 P	707 Clap P	R8 Clap	808 ClapS2 P
BD3	909 Kick 1cP	808 Kick 4cP	626 Kick 1 P	606 Kick P	808 Kick 2aP
SD1	909 Snr 3a P	808 Snr 3a P	707 Snr 1a P	78 Snr	606 Snr 1 P
CHH	909 CHH 1	808 CHH	707 CHH	78 CHH	606 CHH
SD2	909 Snr 3b P	808 Snr 3b P	707 Snr 2a P	Lite Snare	606 Snr 2 P
PHH	909 CHH 3	808 C&OHH L	707 OHH	78 Cymbal	606 C&OHH
SD3	909 Snr 3c P	808 Snr 3c P	707 Snr 1b P	808 Snr 1a P	808 Snr 1a P
OHH	909 OHH 3	808 OHH L	707 OHH	78 Cymbal	606 OHH
SD4	909 Snr 3d P	808 Snr 2c P	707 Snr 2b P	808 Snr 3c P	808 Snr 2a P
TOM1	909 L.Tom P	808 L.Tom P	707 L.Tom P	808 L.Tom P	606 L.Tom P
PERC1	707 Cowbell	808 CowbellP	707 Cowbell	78 Tamb	808 CowbellP
TOM2	909 M.Tom P	808 M.Tom P	707 M.Tom P	808 M.Tom P	606 L.Tom P
PERC2	707 Tamb P	808 Claves P	707 Tamb P	78 MetalBt P	808 Claves P
TOM3	909 H.Tom P	808 H.Tom P	707 H.Tom P	808 H.Tom P	606 H.Tom P
PERC3	727 L.Bongo	808 L.CongaP	727 L.Bongo	78 L.Conga P	808 L.CongaP
CYM1	909 CrashCym	808 Cymbal 1	707 CrashCym	MG Nz Cym	606 Cymbal
PERC4	727 H.Bongo	808 M.CongaP	727 H.Bongo	78 L.Bongo P	808 M.CongaP
CYM2	909 Rev Cym	808 Cymbal 2	707 CrashCym	606 Cymbal	808 Cymbal 2
PERC5	727 H.Timbal	808 H.CongaP	727 L/H.Timbal	78 H.Bongo P	808 H.CongaP
CYM3	909 RideCym	808 Cymbal 3	707 RideCym	808 Cymbal 3	808 Cymbal 3
HIT	TB Blip	Philly Hit	PercOrgan 1	78 Guiro S/L	MG S Zap 3
OTHER1	909 DstKickP	808 MaracasP	727 Quijada	78 Maracas P	808 MaracasP
OTHER2	909 DstSnr2P	808 Kick 2Lp	727 StrChime	78 Claves P	808 Kick 2Lp

Partial	TR-626 Kit 1	EDM Kit 1	Drum&Bs Kit1	Techno Kit 1	House Kit 1
BD1	626 Kick 1 P	Synth Kick10	Jungle KickP	Synth Kick 7	909 Kick 2cP
RIM	626 Rimshot	Wild Stick P	WD Cstick	909 RimshotP	909 RimshotP
BD2	626 Kick 2 P	Synth Kick 9	TM-2 Kick 1	Synth Kick 1	909 Kick 3P
CLAP	626 Clap	909 DstClapP	Dist Clap	909 Clap 3 P	Bright Clap
BD3	707 Kick 1 P	909 Kick 4	Synth Kick 5	Synth Kick 2	Warm Kick P
SD1	626 Snr 1	909 DstSnr3P	Jungle Snr 3	Analog Snr 2	909 Snr 2b P
CHH	626 CHH	909 CHH 1	S13 CHH Tip	909 CHH 1	909 CHH 1
SD2	626 Snr 2	626 Snr 1a P	TM-2 Snr 2	Analog Snr 3	909 Snr 1c P
PHH	626 OHH	909 CHH 2	S13 PHH	909 CHH 3	909 CHH 3
SD3	626 Snr 3	626 Snr 1b P	Rock Snr2 P	Analog Snr 1	DanceHallSnr
OHH	626 OHH	909 OHH 3	S13 OHH Shft	909 OHH 2	909 OHH 1
SD4	626 Snr 1b P	106 Snr	Jazz Rim P	Synth Snr 2	Ragga Snr
TOM1	626 L.Tom 1	SF L.Tom P	LD L.Tom P	909 L.Tom P	909 L.Tom P
PERC1	626 Cowbell	626 L.Agogo	Tamborine 1	626 Cowbell	626 Cowbell
TOM2	626 M.Tom 1	SF M.Tom P	LD M.Tom P	909 M.Tom P	909 M.Tom P
PERC2	626 Tamb	626 H.Agogo	Tamborine 2	78 MetalBt P	TM-2 Tamb
TOM3	626 H.Tom 1	SF H.Tom P	LD H.Tom P	909 H.Tom P	909 H.Tom P
PERC3	626 L.Conga	626 L.Conga	Conga Hi Mt	Udu Pot Hi	Bongo Lo Op / Hi Mt
CYM1	626 CrashCym	909 CrashCym	Crash Cym 1	909 CrashCym	909 CrashCym
PERC4	626 H.CngaOp/Mt	626 H.CngaOp	Conga Lo Op	Udo	Conga Lo / Hi Op
CYM2	626 RideCym	909 CrashCym	Crash Cym 2	909 CrashCym	P17 CrashTip
PERC5	626 Claves	626 H.Timbal	Conga Hi Op	Udu Pot Slp	Timbale 1 / 2
CYM3	626 ChinaCym	909 RideCym	Ride Cymbal	909 RideCym	909 RideCym
HIT	Tao Hit	Flute Fx	Strings Hit	O'Skool Hit	Strings Hit
OTHER1	626 Shaker	Ahh M	SH2 S Zap 2	White Noise	Triangle
OTHER2	626 L/H.Timbal	Yeah F	MG S Zap 2	SH2 S Zap 3	Triangle



Partial	Hiphop Kit 1	R&B Kit 1	TR-909 Kit 2	TR-909 Kit 3	TR-808 Kit 2
BD1	808 Kick 4bP	808 Kick 2bP	909 Kick 1aP	909 Kick 3P	808 Kick 1aP
RIM	808 RimshotP	TY Cstick	909 RimshotP	909 RimshotP	808 RimshotP
BD2	808 Kick 4cP	Mix Kick 1	909 Kick 2bP	909 Kick Lp	808 Kick 1bP
CLAP	808 ClapL1 P	808 ClapS1 P	909 Clap 3 P	909 DstClapP	808 ClapS1 P
BD3	Mix Kick 1	Mix Kick 2	909 Kick 2cP	909 DstKickP	808 Kick 1cP
SD1	808 Snr 3b P	808 Snr 2b P	909 Snr 1a P	909 Snr 2a P	808 Snr 1a P
CHH	808 CHH	808 CHH	909 CHH 1	909 CHH 1	808 CHH
SD2	808 Snr 3b P	808 Snr 2b P	909 Snr 1b P	909 Snr 2b P	808 Snr 1b P
PHH	808 C&OHH L	808 C&OHH L	909 CHH 3	909 CHH 3	808 C&OHH L
SD3	HphpJazzSnrP	Real Clap	909 Snr 1c P	909 Snr 2c P	808 Snr 1c P
OHH	808 OHH L	808 OHH L	909 OHH 3	909 OHH 3	808 OHH L
SD4	DanceHallSnr	Club FinSnap	909 Snr 1d P	909 Snr 2d P	808 Snr 3c P
TOM1	808 L.Tom P	808 L.Tom P	909 L.Tom P	909 L.Tom P	808 L.Tom P
PERC1	808 CowbellP	808 CowbellP	707 Cowbell	707 Cowbell	808 CowbellP
TOM2	808 M.Tom P	808 M.Tom P	909 M.Tom P	909 M.Tom P	808 M.Tom P
PERC2	808 Claves P	TM-2 Tamb	707 Tamb P	707 Tamb P	808 Claves P
TOM3	808 H.Tom P	808 H.Tom P	909 H.Tom P	909 H.Tom P	808 H.Tom P
PERC3	808 L.CongaP	808 L.CongaP	727 L.CongaP	727 L.Bongo	808 L.CongaP
CYM1	808 Cymbal 1	808 Cymbal 3	909 CrashCym	909 CrashCym	808 Cymbal 1
PERC4	808 M.CongaP	808 M.CongaP	727 H.CngOpP	727 H.Bongo	808 M.CongaP
CYM2	808 Cymbal 2	606 Cymbal	909 Rev Cym	909 Rev Cym	808 Cymbal 2
PERC5	808 H.CongaP	808 H.CongaP	727 H.Timbal	727 H.Timbal	808 H.CongaP
CYM3	808 Cymbal 3	78 Cymbal	909 RideCym	909 RideCym	808 Cymbal 3
HIT	Philly Hit	C'mon Baby F	Smear Hit	ClassicHseHt	O'Skool Hit
OTHER1	Scratch 1	Shaker	909 Kick 1aP	909 DstKickP	808 MaracasP
OTHER2	Scratch 5	SH2 U Zap 4	909 DstSnr2P	909 DstSnr3P	808 Kick 2Lp

Partial	TR-808 Kit 3	TR-808 Kit 4	808&909 Kit1	808&909 Kit2	707&727 Kit2
BD1	808 Kick 2aP	808 Kick 3aP	808 Kick 4cP	808 Kick 2cP	707 Kick 1 P
RIM	808 RimshotP	808 RimshotP	808 RimshotP	909 RimshotP	707 Rimshot
BD2	808 Kick 2bP	808 Kick 3bP	808 Kick 3aP	808 Kick 1bP	707 Kick 2 P
CLAP	808 ClapS2 P	808 ClapL1 P	909 Clap 2 P	808 ClapL1 P	707 Clap P
BD3	808 Kick 2cP	808 Kick 3cP	909 Kick 2bP	909 Kick 1bP	626 Kick 1 P
SD1	808 Snr 2a P	808 Snr 3a P	808 Snr 1c P	808 Snr 2a P	707 Snr 1a P
CHH	808 CHH	808 CHH	808 CHH	909 CHH 1	707 CHH
SD2	808 Snr 2b P	808 Snr 3b P	808 Snr 3b P	808 Snr 3c P	707 Snr 2a P
PHH	808 C&OHH L	808 C&OHH L	808 C&OHH L	909 CHH 3	707 OHH
SD3	808 Snr 2c P	808 Snr 3c P	909 Snr 1c P	909 Snr 2c P	707 Snr 1b P
OHH	808 OHH L	808 OHH L	808 OHH L	909 OHH 3	707 OHH
SD4	808 Snr 3c P	808 Snr 1c P	909 Snr 3c P	909 Snr 3c P	707 Snr 2b P
TOM1	808 L.Tom P	808 L.Tom P	909 L.Tom P	808 L.Tom P	707 L.Tom P
PERC1	808 CowbellP	808 CowbellP	808 CowbellP	808 CowbellP	727 L.Agogo
TOM2	808 M.Tom P	808 M.Tom P	909 M.Tom P	808 M.Tom P	707 M.Tom P
PERC2	808 Claves P	808 Claves P	808 Claves P	808 Claves P	727 H.Agogo
TOM3	808 H.Tom P	808 H.Tom P	909 H.Tom P	808 H.Tom P	707 H.Tom P
PERC3	808 L.CongaP	808 L.CongaP	808 L.CongaP	808 L.CongaP	727 L.CongaP
CYM1	808 Cymbal 1	808 Cymbal 1	808 Cymbal 1	909 CrashCym	707 CrashCym
PERC4	808 M.CongaP	808 M.CongaP	808 M.CongaP	808 M.CongaP	727 H.CngMtP
CYM2	808 Cymbal 2	808 Cymbal 2	808 Cymbal 2	808 Cymbal 3	707 CrashCym
PERC5	808 H.CongaP	808 H.CongaP	808 H.CongaP	808 H.CongaP	727 H.CngOpP
CYM3	808 Cymbal 3	808 Cymbal 3	808 Cymbal 3	909 RideCym	707 RideCym
HIT	Punch Hit	Wooh F	Tao Hit	ClassicHseHt	PercOrgan 2
OTHER1	808 MaracasP	808 MaracasP	808 MaracasP	808 MaracasP	727 MaracasP/727 Cabasa P
OTHER2	808 Kick 2Lp	808 Kick 2Lp	808 Kick 1Lp	909 Kick Lp	727 Whistle5/L

## Preset Drum Kit Waveform Assign List

Partial	909&707 Kit1	808&7*7 Kit1	EDM Kit 2	Techno Kit 2	Hiphop Kit 2
BD1	909 Kick 1bP	808 Kick 4bP	Synth Kick15	Analog Kick5	PurePhatKckP
RIM	909 RimshotP	808 RimshotP	808 RimshotP	909 RimshotP	Wild Stick P
BD2	909 Kick 1cP	808 Kick 2Lp	909 Kick 4	Synth Kick13	Mix Kick 2
CLAP	909 Clap 3 P	808 ClapS1 P	808 ClapS1 P	909 Clap 1 P	Gospel Clap
BD3	707 Kick 1 P	707 Kick 1 P	Synth Kick 5	PlasticKick1	HipHop Kick
SD1	909 Snr 3b P	808 Snr 3a P	626 Snr 1, Real Clap	Synth Snr 1	PurePhatSnrP
CHH	909 CHH 1	808 CHH	S13 CHH Tip	808 CHH	HipHop CHH
SD2	909 Snr 3c P	808 Snr 2c P	626 Snr 1, Finger Snap	106 Snr	HphpJazzSnrP
PHH	909 CHH 3	808 C&OHH L	S13 PHH	808 C&OHH S	Hip PHH
SD3	707 Snr 1a P	707 Snr 1a P	626 Snr 1, Claptail	909 DstSnr2P	Break Snr
OHH	909 OHH 3	808 OHH L	S13 OHH Shft	808 OHH L	HipHop OHH
SD4	707 Snr 2a P	707 Snr 2a P	626 Snr 1, Dist Clap	909 DstSnr3P	Jungle Snr 1
TOM1	909 L.Tom P	808 L.Tom P	808 L.Tom P	909 L.Tom P	SF L.Tom P
PERC1	707 Cowbell	707 Cowbell	Cowbell Mute	707 Cowbell	Cowbell Mute
TOM2	909 M.Tom P	808 M.Tom P	808 M.Tom P	909 M.Tom P	SF M.Tom P
PERC2	707 Tamb P	707 Tamb P	Tamborine 2	78 Tamb	TM-2 Tamb
TOM3	909 H.Tom P	808 H.Tom P	808 H.Tom P	909 H.Tom P	SF H.Tom P
PERC3	727 L.CongaP	727 L.CongaP	Bongo Lo Op	Conga Lo Op	TablaBayam 1/3
CYM1	909 CrashCym	808 Cymbal 2	P17 CrashTip	909 CrashCym	Crash Cym 2
PERC4	727 H.CngOpP	727 H.CngOpP	Bongo Hi Op	Conga Slp Op	TablaBayam 4/5
CYM2	707 CrashCym	707 CrashCym	S18 CrashTip	909 CrashCym	Rock Crash 1
PERC5	727 H.Timbal	727 H.Timbal	Bongo Hi Slp	Conga Hi Op	TablaBayam 2
CYM3	909 RideCym	707 RideCym	Z18kCrashSft	909 RideCym	Ride Cymbal
HIT	O'Skool Hit	Philly Hit	Hah F	ClassicHseHt	Smear Hit
OTHER1	727 L.Agogo	808 MaracasP	Maracas	Atmosphere	Scratch 2
OTHER2	727 H.Agogo	727 Quijada	Cabasa Cut	MG S Zap 2	Ahh M

Partial	80's Kit 1	90's Kit 1	Noise Kit	Pop Kit 1	Pop Kit 2
BD1	HashKick 1 P	LoBit Kick1P	Pink Noise	WD Kick P	SF Kick 1 P
RIM	Vint Stick P	Lo-Bit Stk P	White Noise	WD Cstick	LD Cstick
BD2	HashKick 2 P	LoBit Kick2P	White Noise	LD Kick P	SF Kick 2 P
CLAP	Old Clap P	Dist Clap	White Noise	Real Clap	Hand Clap
BD3	Vint Kick P	Reg.Kick P	White Noise	TY Kick P	Bright KickP
SD1	Sim Snare	Lo-Bit Snr1P	Pink Noise	WoodSnr RS	SF Snr P
CHH	707 CHH	S13 CHH Tip	White Noise	S14 CHH Tip	S13 CHH Tip
SD2	DanceHallSnr	Lo-Bit Snr2P	White Noise	LD Snr	Reg.Snr1 P
PHH	707 OHH	S13 PHH	White Noise	S14 PHH	S13 PHH
SD3	Lo-Fi Snare	Reg.Snr1 P	White Noise	WD Snr P	Reg.Snr2 P
OHH	707 OHH	S13 OHH Shft	White Noise	S14 OHH Shft	S13 OHH Shft
SD4	626 Snr 1b P	Reg.Snr2 P	White Noise	WD Rim P	Ballad Snr P
TOM1	SimV Tom 3 P	LD L.Tom P	White Noise	LD L.Tom P	TY L.Tom P
PERC1	707 Cowbell	Cowbell Mute	White Noise	Cowbell Mute	Cowbell Mute
TOM2	SimV Tom 2 P	LD M.Tom P	White Noise	LD M.Tom P	TY M.Tom P
PERC2	707 Tamb P	Tamborine 3	White Noise	TM-2 Tamb	TM-2 Tamb
TOM3	SimV Tom 1 P	LD H.Tom P	White Noise	LD H.Tom P	TY H.Tom P
PERC3	727 L.CongaP	Conga Lo Op	White Noise	Conga Lo Op	Conga Lo Op
CYM1	626 CrashCym	Crash Cym 1	White Noise	Rock Crash 1	S18 CrashTip
PERC4	626 H.CngaMt	Conga Hi Mt	White Noise	Conga Hi Op	Conga Hi Op
CYM2	626 Cup	Crash Cym 2	White Noise	Splash Cym	Z18kCrashSft
PERC5	626 H.CngaOp	Conga Hi Op	White Noise	Conga Slp Op	Conga Slp Op
CYM3	626 RideCym	Ride Cymbal	White Noise	China Cymbal	China Cymbal
HIT	Orch. Hit	Punch Hit	White Noise	Orch. Hit	Punch Hit
OTHER1	727 L.Agogo	Maracas	White Noise	Cabasa Cut	Claves
OTHER2	727 H.Agogo	Shaker	White Noise	Shaker	Wood Block

Partial	Rock Kit	Jazz Kit	Latin Kit
BD1	WD Kick P	Jz Dry Kick	Power Kick
RIM	WD Cstick	LD Cstick	Hard Stick P
BD2	Rock Kick P	Old Kick	Warm Kick P
CLAP	Bright Clap	Hand Clap	Real Clap
BD3	Wide Kick P	Jazz Kick P	Hush Kick P
SD1	TY Rim	Jz BrshSlapP	Ballad Snr P
CHH	Rock CHH	Reg.CHH	S13 CHH Tip
SD2	Rock Snr1 P	Jz BrshSwshP	Piccolo SnrP
PHH	Rock PHH	Reg.PHH	S13 PHH
SD3	Rock Snr2 P	Swish&Trn P	Jazz Rim P
OHH	Rock OHH	Reg.OHH	S13 OHH Shft
SD4	SF Rim	Jazz Rim P	Tight Snr
TOM1	SF L.Tom P	SF L.Tom P	TY L.Tom P
PERC1	Cowbell Mute	Cowbell Mute	PandeiroMt/Op
TOM2	SF M.Tom P	SF M.Tom P	TY M.Tom P
PERC2	Tamborine 3	TM-2 Tamb	Tamborine 2/3
TOM3	SF H.Tom P	SF H.Tom P	TY H.Tom P
PERC3	Conga Lo Op	Conga 2L Op	Conga Lo/Hi Op
CYM1	Rock Crash 1	Jazz Crash	P17 CrashTip
PERC4	Conga Hi Mt	Conga 2H Slp	Conga Thumb/Efx
CYM2	Rock Crash 2	Crash Cym 1	S18 CrashTip
PERC5	Conga Hi Op	Conga 2H Op	Timbale 1/2
CYM3	Rock Rd Cup	Ride Cymbal	Z18kCrashSft
HIT	D.Mute Gtr	Pop Brs Atk	Pop Brs Atk
OTHER1	Z18kCrashSft	Finger Snap	Cabasa Up/Down
OTHER2	China Cymbal	Club FinSnap	Whistle